ONLY £2.25

MASSIVE 132 PAGE ISSUE + FREE BOOK!!

MEGA MACHINES SEGA

- 32X
  - VIRTUA RACING DELUXE
  - DOOM
- MEGADRIVE
  - MR NUTZ
  - DEEP SPACE NINE
  - EA RUGBY
- MEGA-CD
  - LOADSTAR
- MASTER SYSTEM
  - SMURFS
- GAME GEAR
  - SONIC IN TRIPLE TROUBLE

STAR WARS ARCADE

WORLD'S FIRST 32X REVIEW

FIRST REVIEWS!

WOLVERINE
BOOGERMAN
ANIMANIACS

65.00 Asch
7000 LIRE

12

9 770967 901016

DEC NO 26

Anatomy of the modern footballer

- Improved intelligence. Players move off the ball, provide better service and more accurate passes.

- Bullet headers on goal, beyond the reach of the diving 'keeper.

- New volleys – and you'll need it to go one-on-one with these smarter 'keepers.
- Goals come from volleys, half-volleys and swerving banana shots.

- Harder shots!
- Faster players!
- Stronger passes!

- Over 200 international teams.
- Play a complete domestic league season, then take your team on tour abroad.

- Pick up a niggling injury and you could be out for the season.

- Score from deadly set play free kicks.

FIFA

FIFA 95 SOCCER

The Next Leap Forward

There's only one way to avoid extinction on the football pitches of Europe. By getting to grips with FIFA Soccer '95 – and fast. With more than 100 of Europe's native club sides battling it out for 11 league titles, only the fittest will survive.

And when you've reached the top of the tree in your own territory, expand into the international arena. Milan against Manchester, Munich versus Marseille – it's a natural selection of the greatest teams in Europe.

Now take a giant step onto the world stage. FIFA Soccer '95 features over 200 of the best teams on earth. Discover for yourself which continent is superior in strength, skill and inborn soccer instinct.

Unless you want to be a football dinosaur, you'd better adapt to FIFA Soccer '95.

if it's in the GAME, it's in the GAME™

EA SPORTS™ ELECTRONIC ARTS

For more information about FIFA Soccer '95, call 0753 549 442 or write to Electronic Arts, P.O. Box 835, Slough, Berks SL3 8XU • EA SPORTS, the EA SPORTS logo, and "IT'S IN THE GAME, IT'S IN THE GAME" are all trademarks of Electronic Arts • Electronic Arts is a registered trademark of Electronic Arts

COVER STORY 18

REGULARS

NEWS 10
DONG! More 32X stuff revealed! DONG! Acclaim buy a robot! DONG! At bloody last a new Master System game! DONG! Yes, you heard us right, a Master System Game!

PAUL'S TIPS 42
In between putting together such delights as baked bean and salad or kidney bean and rice pies with the office Pic Magic (as endorsed by Keith Floyd), Paul has somehow amassed a plethora of tips and player's guides — including Gus' rather smart Red Zone solution. Oh, and Paul's Zero Tolerance maps. We have to mention them or he'll grizzle otherwise.

MEAN YOB 120
Guaranteed to get up the moral majority's nose as our miserable letter-answering critter insists on using the word 'birds.' A bit like Dominik Diamond, really.

Q&A 124
Steve's brain exploded the other day, you know. Seriously, he was there for nine days with a blank expression before we realised his ears were smoking a bit and threw cold water at him to put out the smoking remains. Waste of time really, as if anything he's more productive now. He's starting to whiff a bit, though.

MEGAMART 128
Welcome to the MMS equivalent of the Home Shopping Channel. But without that bloke who played Andy the Nurse in Eastenders. And the crappy duck phones.

NEXT MONTH 130
Don't ask me I haven't even thought about it. Do us a favour and just peek at the back will you?

MEAN MACHINES SEGA is proud to present the first review of a 32X title as we unveil Sega's conversion of their CG Model 1 coin-op. It all started a long time ago, in a galaxy far, far away...

STAR WARS ARCADE

REVIEWS

MEGADRIVE

LION KING 58

WOLVERINE 62
EXCLUSIVE
Acclaim get X-Men fever as the best game based on a Marvel hero appears on our doorstep. Thankfully, we retrieved it before the thieving sods who nick our milk got to it.

ANIMANIACS 66
EXCLUSIVE
They're zany to the max, and causing trouble on the Megadrive. Wakko, Yakko and Dot — alongside a cast of... well, twenty or so — invite you in for more polished Konami platform japes.

MR NUTZ 84
Haha, and we thought we'd run out of innuendo gags with Accolade's Bubsy. Crap anatomy-related jokes and a reviewy thing await...
EXCLUSIVE

SOLEIL 70

MICKEY MANIA 76

BOOGERMAN 80
Remember kids, lighting your farts is dangerous. A blowback can lead to singed tagnuts and a very red face indeed. Leave this kind of thing to interplay's gross superhero.
EXCLUSIVE

CLAY FIGHTER 88
Forget playground fighting, this is PlayDoh fighting as interplay's modelled warriors enter battle.
EXCLUSIVE

NTENTS

FEATURES

DOOM 26
Behind the scenes on Sega's 32X conversion of what must rate as the ultimate PC game ever. Not for the faint-hearted so anyone with a nervious disposition had beter get Mummy in the room with them to cover up the scary pictures. Wimps.

PREVIEWS

VIRTUAL RACING DELUXE 30
Yep, Sega's 32X machine is not only set to house an arcade-perfect copy of Virtua Racing, but one with extra bits, too! Blimey.

EXCLUSIVE

LOADSTAR 32
Rocket Science enter the Sega market with a game set within a smuggling mission. And it doesn't look anything like Sewer Shark. Oh no. Not one bit.

EXCLUSIVE

POWERDRIVE 34

ZERO THE KAMIKAZE SQUIRREL 36
Aero The Acrobat's greatest foe steps up for a starring role. Actually that last bit sound: like those Radio Times intros: Eastenders: What is Grant's ugly secret? Yeah, like that.

EXCLUSIVE

KAWASAKI SUPERBIKES 38

WORLD CUP GOLD 40

RUGBY WORLD CUP 92
FIFA with odd-shaped balls, as EA unleash a game with more backpassing than the Irish national squad. Join us in the scrum and don't forget the soap for the bath afterwards.

EXCLUSIVE

JIMMY WHITE'S SNOOKER 100

DEEP SPACE NINE 102
The bloke in charge of the Deep Space Nine base is called Ben Sisko. Does that mean his son is the Sisko Kid? Oh, sod off then you miserable scamps...

EXCLUSIVE

GENERATIONS LOST 96
Generations Lost, eh? Sounds like one of those crapola soaps they have on Satellite. You know, like the 'Young And The Restless', and 'The Brave And The Dogmatic.' Quite misleading when this looks like Sega's X-Men game.

EXCLUSIVE

PSYCHO PINBALL 104
This is cool. No really. It has got multi-ball and everything.

EXCLUSIVE

ECCO 2 106

JURASSIC PARK RAMPAGE EDITION 112

DINO DINI'S GOAL 112

LETHAL ENFORCERS II 114

FIFA '95 116

MEGA-CD

STARBLADE 110
Only one CD game this month, and it's a conversion of a rather smart Namco coin-op. But with a few bits missing. Oops.

EXCLUSIVE

GAME GEAR

SONIC IN TRIPLE TROUBLE 108

EDITO

WHODUNNIT

EDITOR
STEVE 'Just Sad Off' MERRETT
ART EDITOR
OSMOND 'Wish You Were Here' BROWNE
DEPUTY EDITOR
GUS 'De Niro' SWAN
ACTING ART EDITOR
CLAIRE 'Late Night' COULTHARD
STAFF WRITER
PAUL 'Logan' BUFTON
GROUP AD MANAGER
MELANIE 'Trekkie' ROBERTS
AD MANAGER
LIZA 'Mr Pledge' HAWKES
PRODUCT MANAGER
NICHOLA 'Can You...' BENTLEY
PRODUCTION ASSISTANT
VICKY 'Lying Low' JACOBS
CURLY-HAIRED BLOKE
DAVID 'Tom Baker' KELLY
SPECIAL THANKS TO: Nick Clarkson for the long distance courier! Breville for the Pie Magic.
SPECIAL NO THANKS TO: Those snippety-snippety-snip people.

EDITORIAL GALLERY: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6701
SUBSCRIPTION ENQUIRIES: 0733 64146
PRINTED BY: COOPER CLEGG
COLOUR: APT
DISTRIBUTED BY: FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994

SUBSCRIPTION RATES (12 ISSUES)
United Kingdom and BFPO: £27.00
Overseas Surface Mail: £34.00
Airmail Europe and Eire: £37.00
Airmail Zone 1: £60.00
Airmail Zone 2: £69.00

SUBSCRIPTION & BACK ISSUES ENQUIRIES
TOWER PUBLISHING, TOWER HOUSE
SOVEREIGN PARK, LATHKILL ST
MARKET HARBOUR, LEICESTER
LE16 9ET. TEL: 0858 468888

MEAN MACHINES SEGA is the exclusive copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action.

COMPETITION RULES
Employees and suppliers of EMAP IMAGES, and their relatives and fish are not eligible for competitions. They may be next issue, though, 'cause there's a big telly up for grabs.

GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 15 and 16.
15. Does this mean that Kebab Magic is on its way from Breville? 16. Does anyone believe that the kids in GamesMaster's Consolation Zone are genuine viewers?

DINGBATS MESSAGE

STEVE

First of all, we hope you like the cover-mounted book which contains the best of last year's reviews. Next, after months of speculation, the 32X is finally here!

We've seen all four of the games ready for the machine's release and, with the exception of Metal Head, everything Sega have lined up is looking pretty cool. We're extremely proud to have the first review for the machine, too, as we lift the lid on Star Wars Arcade, and this is backed up by previews of Doom and Virtua Racing Deluxe. December the 4th is the launch day for the machine, and the software is certainly better than that for the Mega-CD's launch — hopefully, proving those who dismissed the unit as a stop-gap horribly wrong. As ever, only time will tell, but we're going to give it all the support it needs and our unrivalled coverage will continue well into the next year or so. Things are about to get very exciting, so join us for the ride into the next generation...

CONGRATULATIONS AND JUBILATIONS!

If you cast your minds back to a couple of issues ago, you'll remember the stormingly brilliant Mega Monster Munch compo to win five Mega-CD 2s and 20 cases of Flamin' Hot Monster Munch. We were inundated by thousands of entries, but here, at last, are the winners:

MEGA MONSTER MUNCH

5 Mega-CD 2s:
Neil Thickett, Rotherham, South Yorkshire
John Casson, Poynton, Chesire
Richard Scott, North Shields, Tyne and Wear
Joseph Moss, Peterlee, Co. Durham
George Blacklock, Kennington, London

20 Cases Mega Monster Munch:
Mickey Johnson, Mosely, Birmingham
Jon Anderson, Ilford, Essex
Sohidur Rahman, Wapping, London
James Turner, Halesowen, West Midlands
D Marden, Ashford, Kent
Christian Parsley, Pembroke, Dyfed
Ben Cooke, Bognor Regis, West Sussex
Ian Busby, Kidlington, Oxon
Andrew Jackson, Caventry
Tony Coote, Camberwell, London
Westley Knight, Northampton
Ryan Eve, Bromley, Kent
Marcel Borg, Stockwell, London
David Lot, Stockport
Matthew Elliott, Ruislip, Middlesex
Nicholas Whyte, London
Jerome Williams, London
Craig Thompson, Ruislip, Middlesex
Paul Kaanon, Hastings Hill, Scotland
Joel Delane, Stanmore, Middlesex

CLAIRE'S CONSOLE CUISINE

Hull-oo! Claire here in my all new feature to make sure you're eating your greens while staring at those console screens. Keeping a regular diet can be a right hassle when battling with the rest of the boys on Micro Machines 2. So-oo I've cooked up some nutritious, bu-ut exciting gourmet gaming grub. For starters how about some Sonic and Noodles Soup, for a main course perhaps some Meatballz (for the vegetarians Mr Nutz cutlets), and for pud some Virtua Spotted Dick! You know I just love sharing recipes with my chums, and I might even be able to rustle up a prize for the most delicious digital delight. So post your dishes to me in CLAIRE'S CONSOLE CUISINE, at the usual address. Cheers big ears!

RIAL

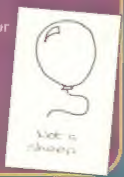
TIE-JOKERS!!

There's always one, isn't there? That madcap crazy prankster type who simply has to answer the tie-breaker in a completely weird 'n' whacky way. And after sifting through the thousands of tie-breakers, we have collected together some of the more <I>unusual<P> offerings.
<B>Mega Monster Munch and the Mega-CD 2 are the perfect match because...<P>

They both share the same interests and are Capricorns.
They both have the same at the beginning.
They're both Mega and flamin' hot with children.
They are both Mega and flamingly wickedly hot mamma.
They both 'drive' you crazy with excitement and pleasure!
The Mega-CD is so hot they had to put it in a black case to keep it cool, and Mega Monster Munch are so hot they have to be put in foil so we don't burn our fingers.
Both are called Mega so no surnames have to be changed when married. (!)

POSITIVELY BAAA-MY!

Charlie says: You want more sheep? You get more sheep! Following last month's debut, Master Garrick has dusted off his canvas (to Claire's delight) and penned some more rib-tickling sheep antics. Anybody else with hidden animal cartoon talents, send them in and get your work in print.



LOOK-O-LIKES

Separated at birth? Freak biological accident? Or just the plain spit of someone rich and famous? The Mean Team, or so it appears, all bear an inexplicable resemblance to a star of the stage, screen, or pitch. Can you spot the difference?...

STEVE MERRETT

Goal! Yes, it's the England golden boy Steve standing in for his face-sake David Platt. The early days of his career were dominated by the lightning rise to the top of the league, but now he finds time to play for Serie A in Italy, the England squad, and edit Britain's best-selling Sega magazine! Steve enjoys nothing more than gracing Lord EMAP's team, but insists on playing in wellies to give the opposition a fair chance. That's his story anyway.
CHOICE GAMES:MEGA BOMBERMAN, STAR WARS ARCADE

OZ BROWNE

Fortune has waved her magic wand over our happy band and blessed us with a Mr 'H to the Core' Danny Glover of our own. Every morning a car screeches to a halt in front of EMAP Towers, and Oz rolls out with an Uzi in one hand and a cop badge in the other. He then whips off his jacket and throws it on the back of his chair, ready for some serious crime fighting and magazine design. Apparently, he's 'too old for this sh...', though.
CHOICE GAMES:STAR WARS ARCADE, STARBLADE, LION KING

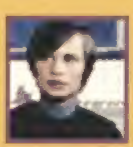
ANGUS SWAN

Gus has taken the law into his own hands and decided it's time the streets were cleared of filth. Part-time Taxi Driver/master of invention and metal-work, he has constructed a quick-draw action mop and hoover to deal with the discarded Monster Munch packets surrounding Claire. "I'll make these desks a safe place to work. Suck on this!", cries the vigilante as he clears debris. You talkin' t'me?
CHOICE GAMES:PSYCHO PINBALL, SOLEIL, DOOM

CLAIRE COULTHARD

Brunette beauty Claire, aka Marina from out of Stingray, has the office swooning. One look at her social calender would send the most adept socialite into a state of shock. Endless movie premières, dinner engagements, and acting classes, leave our starlet with scarce time to put mouse to Mac and turn out the mag. Mind you we've had to make a few adjustments to the decor to accommodate Ms Stingray. And feed her a pile of plankton a day.
CHOICE GAMES:STAR WARS ARCADE, SKIPPING

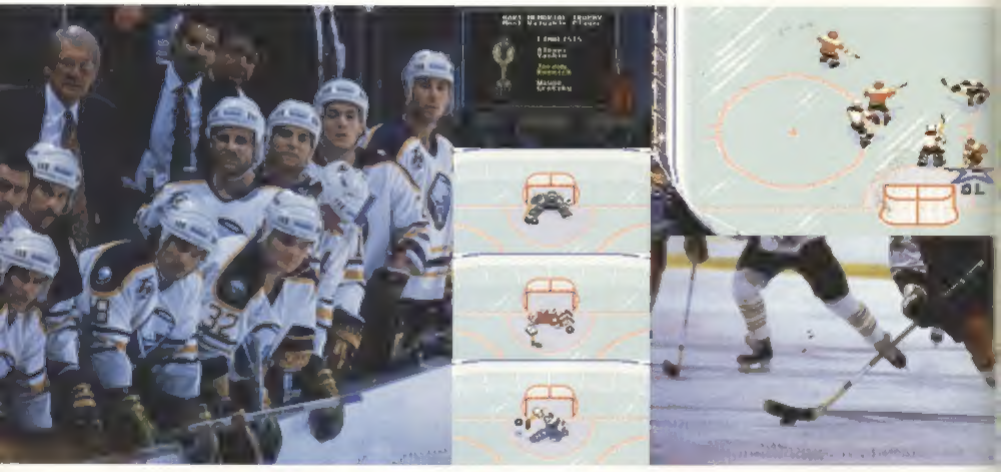
PAUL BUFTON



The ever elusive Paul sure tries to keep the rest of the team on their toes. One minute he's running from a Corporate EMAP State of the future in an effort to avoid being executed at the age of 30, the next he's acting like a 50-year-old D'Artagnan. What is his elusive identity? Why Michael York, star of the small and silver screen. It's just a pity his new-found sword skills heavily outweigh his so-called rapier wit...
CHOICE GAMES:RUGBY, ECCO 2, SOLEIL

NHLPA

NHL 95



SPORTS
ELECTRONIC ARTS

For seasoned pros only

Before you strap on your skates for NHL® 95, consider a few basic laws of physics. Like what happens when an unstoppable force meets an immovable object. And the one about every action having an equal and opposite reaction. That means for every net-ripping, perspex-shattering slap shot you can unleash, there's one coming straight back at you. And nothing ever came at you like NHL® 95.

First of all, it's fast. EA Hockey pushed the edge of the envelope, but NHL® 95 shreds it so fine it wouldn't even make bedding for your hamster. But if you think you can take the pace, have you got the stamina for a full 84-game season of unstoppable NHL® action? All-new animation and artwork make these guys look pretty, but beneath it all they're still meaner than grizzlies. Fortunately, there's a 2-on-2 practice mode to give you extra time to perfect those new moves – drop passes, fake shots and kamikaze defensive dives. And this time, if your players can't cut it you can trade with other teams or create your own players from scratch.

Get ready – you're about to lose your NHL®-plates.

if it's in the GAME, it's in the GAME™

EA SPORTS™ ELECTRONIC ARTS

For more information about EA, call 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP. Trade and design marks are trademarks of Sega Enterprises Ltd. All rights reserved. Trademarks of the NHL and used under license by Electronic Arts. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are trademarks of the NHLPA and are used under license by Electronic Arts.

NEWS

SCI GO TO WAR

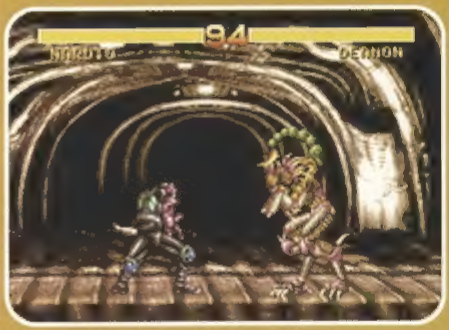
- NEW GAME
- BY SCI
- 32X

SCI are readying themselves for the leap to 32X as their sequel to the Lawnmower Man is ported over to the Sega plug-thru. Cyberwar exists as a 3-disk PC epic, but SCI are cramming the game and its many cinematic sequences into a 24bit 32X cart. Once again, the player is cast as Doctor Angelo is is chasing the VR-enhanced Jobe through a virtual world. However, Jobe has allied himself with a series of odd VR creatures and is preparing to take over the world from inside his binary domain. All the graphics and design have been ported over to the 32X, and SCI are currently converting the gameplay, meaning we should have something concrete to see — as opposed to these mocked-up shots — for a preview in the next couple of months.

COSMI

- NEW GAME
- BY SEGA
- 32X

With the 32X's release date now set for December 4th, the number of games being prepared for the powerful plug-thru is growing at a phenomenal pace. Sega alone currently have around 42 titles in development for the Megadrive 32X — and MEAN MACHINES SEGA is proud to unveil the first pictures of the machine's first fighting game: Cosmic Carnage. The game is very similar in style to the Neo-Geo version of Art of Fighting, with loads of one-on-one action and special moves galore. However, Carnage is set in a number of space locations, and this means the combatants are even more outlandish than the likes of Baraka and lil ol' Jimmy Blanka. The same kind of sprite scaling is used to effectively frame the game's hectic combat action, zooming in and out depending on the location of the characters in the heat of battle. Cosmic Carnage currently weighs in as a 24MEG game, and boasts a wealth of stunning-looking backdrops and



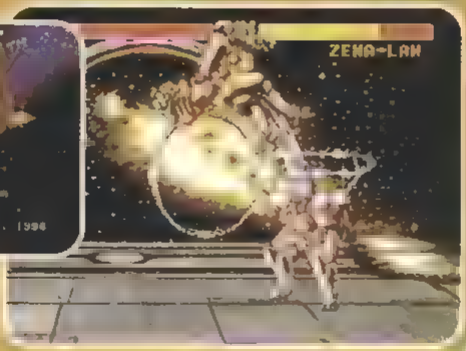
BLOWIN' A GALE

- NEW GAME
- BY SEGA
- SATURN

The Saturn is looking to be the patron saint of drivers with another stunning polygon racer added to Virtua Racing and Daytona. Gale Racer has the incredible detail of Daytona's Model 2 board, coupled with an Outrun style plotline. Mean looking turbo-charged cars and towering scenic backdrops look set to stun on its early '95 Japanese release.

C CARNAGE

superlative animation. As mentioned there's the usual range of complex special moves, with some characters even having a range of weaponry to bolt onto their sophisticated armour.
Adding to the carnage are some excellent special effects, including some very gory finishing moves -- just the thing whilst 32X owners await the conversion of MKII.
The game is very early in development, but it's already shaping up to be a winner. Cosmic Carnage is scheduled to appear on the shelves early in 1995 - expect a February release and more pictures in the January issue.



It's the title screen! It's a 32X title screen! So it has a tendency to spin a lot!

KONAMI 32X-PLOSION

- NEW GAME
- BY KONAMI
- 32X

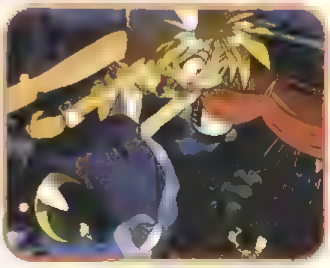
Rumour has it that Konami are working on a shoot 'em up for the 32X which mixes the characters from Probotector with the 3D action of Doom. The as-yet unnamed game is being developed in Konami's Japanese office, and is said to offer more guns than Sega' conversion of the Id classic and a faster gameplay. Further details are sketchier than a Rolf Harris cartoon, but a full WIP is on the cards.

We can't wait for the Saturn. It's gonna be great.

SATURN FLYING SQUADRON

- NEW GAME
- BY JVC
- SATURN

JVC are officially set to release Keio Flying Squadron this December, and the news coincides with the confirmation that they are also working on Keio 2 for the Saturn. Those of you with longer memories may remember our review of Keio a few years back where we were fairly impressed by the Nemesis lookalike. The Saturn version is being programmed by the team behind the original, and is said to include larger sprites, countless layers of parallax and loads of sampled speech. An interview with the Keio team is underway and will follow alongside a full preview of the Saturn game in a forthcoming issue.

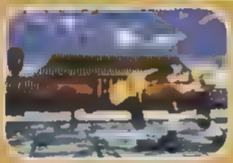


VIRTUA FIGHTER II

NEW GAME
BY SEGA
TITAN

The recent JAMMA show (Japanese arcade convention) saw the unveiling of Sega's follow up to Virtua Fighter using the Titan Model 2 CG system previously used in Daytona Racing. Capable of 300,000 textured polygons a second, these early pictures show just how far it improves on Virtua Fighter. Bouts take place upon highly detailed backgrounds, and the characters have lost all their angularity — replaced by rounded bodies and skin textures. There's two new fighters as well.

Virtua Fighter II comes up the rear of three other impressive coin-ops. Virtua Cop which brings shooting action into the polygon sphere at last, and Virtua Tank Commander, which again uses the Model 2 board for astounding realism and speed. Lastly Wing War promises the first two-player head-to-head polygon game.



THRASHBACK!

NEW GAME
BY EA
MEGADRIVE

EA are planning more motorcycle madness with the release in '95 of Road Rash III. Many of the sprites are being ported over from the incredible 3DO versions, and the game is going international, with tracks in Europe (including a TT-style tourney). There will be police helicopters to avoid, or you can even become a snitch for the cops. New aggressive measures include unsaddling rivals and stealing their bikes.

SEGA CATCH THE EYE

NEW GAME
BY SEGA
MEGA-CD

Mentioned briefly in Rich's CES report a few months ago, Sega have confirmed they are to release SSI's Mega-CD conversion of Eye Of The Beholder. A stunning-looking RPG, Eye draws ideas from FTL's classic Dungeon Master and gives the player control of four characters as they make their way across a series of 3D scrolling catacombs. All the usual goblins and dragons make cameos as bad guys and a variety of potions and spells are on offer to despatch them. Eye Of The Beholder is set for a December release, so Mega-CD owners are advised to stock up on eye of newt and spawn of toad in the meantime.

MANHUNTER

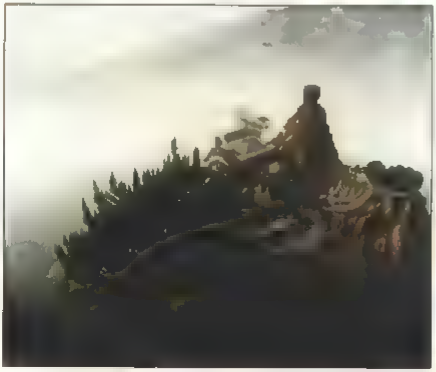
- NEW GAME
- BY JVC
- MEGA-CD

New movie Time Cop is undergoing a transformation into a trigger-friendly arcade/adventure courtesy of JVC. Playing lead character Max Walker, you pursue the frankly barmy Hans Kliendast as he seeks to alter the future by dabbling in the past, and achieve world domination. Set across diverse times scales, including Nuclear test sites and Nazi Germany, the game takes its inspiration from the Darkhorse comics of the same name, and the movie, just finished shooting and starring the inimitable Jean Claude VanDamme in the title role. The Mega-CD is bound to use some of the startling digital effects that are part of a $30m budget.

MYSTS OF TIME

- NEW GAME
- BY MARUBENI
- MEGA-CD

Probably the best game the Apple Mac has seen in years is now heading for the Mega-CD some time in the new year. *Myst* is a lavish mystery adventure set on a series of isolated islands, each with their own set of bizarre contraptions and long-unearthed mysteries. As a mysterious traveller you pass through striking locations rendered in fantastic graphics. All kinds of technical trickery are employed, but its the atmosphere and ingenuity of the plot and gameplay that makes this one of the most significant Mega-CD titles yet



FORGET
URBANS,
JUNGLES
& DESERTS

STRIKE
OUT...

WIN! A HOLIDAY IN NEW YORK!

- COMPO
- EA/DIXONS

Been into Dixons to by your copy of EA's Urban Strike? Yeah? Got a specially-commissioned dog tag for your troubles? Yeah? Want to know if you've won the holiday for two in New York? You've come to the right place, as MEAN MACHINES SEGA are proud to present the winners of the EA/DIXONS/MEAN MACHINES Urban Strike compo. Ok, without any further ado, here's the lucky winners.

WINNER OF HOLIDAY TO NEW YORK

[redacted]

WINNERS OF EA URBAN STRIKE JACKETS

Tag numbers 107 2330-2 107 2330-3 107 2330 4 107-2330-5

To claim your prizes, send your winning tag along with your name and address to the address below and EA will be in touch. Your lucky tags will also be returned to you. The address is:
URBAN STRIKE COMPETITION,
Electronic Arts,
90 Heron Drive,
Langley,
Berks,
SL3 8XP

Please do not call the MEAN MACHINES SEGA offices regarding prizes or delivery.

ACCLAIM RISE TO THE OCCASION

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

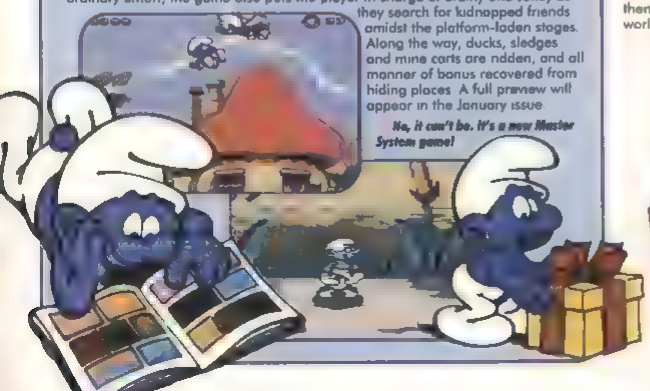
After more moves than West Ham's Lee Chapman, Rise Of The Robots has finally found a home — with Acclaim. The long-awaited beat 'em up starring a [redacted] robots [redacted] was rumoured to be snapped up by Ocean, and apparently [redacted] the big [redacted] the assorted conversions of Rise should hit your local software [redacted] the packaging of a [redacted]

WHERE ARE YOU ALL COMINK FROM?

- NEW GAME
- BY INFOGRAMES
- ALL FORMATS

Gallic softies, Infogrames, are proudly brandishing their newly-acquired Sega licence and are set to unleash The Smurfs on the Megadrive, Mega-CD, Master System and Game Gear. Set in the teeny tiny world the Smurfs inhabit, the evil Gargamel has cast a spell over the 22-level domain, mutating the once-peaceful woodland creatures into vicious beasts. Initially controlling an ordinary Smurf, the game also puts the player in charge of Brainy and Jokey as they search for kidnapped friends amidst the platform-laden stages. Along the way, ducks, sledges and mine carts are ridden, and all manner of bonus recovered from hiding places. A full preview will appear in the January issue.

No, it can't be. It's a new Master System game!



WE'RE ZANY TO THE MAX! (AGAIN)

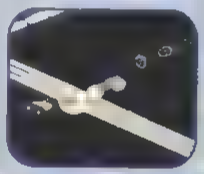
- NEW GAME
- BY KONAMI
- MEGADRIVE

With Animaniacs scoring a respectable 86% this very issue, Konami have already started work on a sequel for release next year. However, whereas the Warner Bros (and Sister) were the stars of the first game, Konami are planning to make mad mice, Pinkie and The Brain, the stars of the next one as the player aids them in their continuing quest to take over the world. More news as and when it becomes available.

VIEWMASTER

- NEW GAME
- BY SAMMY
- MEGADRIVE

News from the States informs us of Sammy's conversion of Viewpoint to the Megadrive. Originally a 100MB Neo Geo arcade module, it was a minor classic a few years back due to its rock hard blaster gameplay, excellent polygon graphics (in an isometric Zaxxon style setting) and groovy soundtrack. We even had the board upstairs for a while and had many hours of fun. Sammy's 16MEG conversion promises to be quite faithful, even in its early stages of development. No one has picked up this for European release yet, but it shouldn't be too long.



POWER RANGERS

- NEW GAME
- BY SEGA
- MEGADRIVE

The Rangers, being space, the last big thing [illegible] those cheesy heroes, the 'fund in lurex' Power Rangers — are heading for the Megadrive. It's a one-on-one beat 'em up with loads of special moves and backdrops made to appeal to the younger generation. More next time, PR fans.

YOU DON'T SAY...

Welcome to another round of [illegible] and [illegible]. Hahahahahah!

[illegible] arses to wrestle. Interplay are about to [illegible]

[illegible]. The first is a sequel to their Asterix game for the Super NES, and the second a [illegible] adventure starring [illegible].

[illegible]. Both gallic heroes are currently well into their second Megadrive titles, and should appear early next [illegible]. Meanwhile, Time Warner tells us that Alone In The Dark could see Mega-CD beyond, too. Cryo [illegible] of their Dune/early prehistoric The Eaze Llamas clone, Addy [illegible].

[illegible] coming despite, first of all, EA's Michael Jordan game. Last issue screamed, Jordan was due to [illegible] all manner of sprites-with-big-heads-but-BA have quit the title and what appears to be permanent [illegible]. Similarly, Sonic may have abandoned plans to release their Mega-CD title, Evolution of Kermit: [illegible] Frankenstein's Monster movie. Apparently it was scrapped because... well [illegible] what explains it then?

On a more pleasant note, we have reason to believe that Acclaim's US ending [illegible] are busy transferring the sequel to Clay Fighter — **C2: Judgment Day** — to the Megadrive, and the game [illegible] characters and oddball [illegible] the beat 'em up front, those [illegible] typical Treasure face. Then [illegible], we'll trek up to the Pool where Psygnosis are [illegible] to convert their fast-running **Discworld** game for the Saturn. But only after they've finished a PS1 version [illegible] next month [illegible] pc.

...& ENTER THE RED ZONE

BETTER GRAPHICS

ADVANCED GAMEPLAY

SPECTACULAR THRILLS

[illegible] Zone leaves them all in the dust. Streak down by the [illegible] incredible helicopter [illegible] shoot-em-up you've ever seen. Just a wee taste Blastiness ahead [illegible]

MEGA MAGAZINE 94%

RED ZONE

MEGA DRIVE

SHAQUILLE O'NEAL, 7'1", METAL

SO YOU THINK YOU ARE HARD ENOUGH!

WELCOME TO KUNG FU, SHAQ STYLE. SHAQ FU FEATURES AMAZINGLY FLUID, LIFELIKE ANIMATION FROM DELPHINE, AND A BRUTAL LINE-UP OF ORIGINAL FIGHTERS. THEIR STUNNING SPECIAL MOVES INCLUDE MAGIC, MORPHING, WEAPONS AND TELEPORTS, AND THERE ARE FANTASTIC MULTI-SCREEN, SCROLLING LOCATIONS. FIGHT AS SHAQ IN STORY MODE, GO HEAD TO HEAD IN DUEL MODE, OR CREATE YOUR OWN TOURNAMENT.

YOU'D BETTER DE

SHAQ FU

Nobilia Software INTERNATIONAL

ELECTRONIC ARTS®

STAR WARS ARCADE

STAR WARS

1-2 PLAYERS

24 MEG

SHOOT 'EM UP

PRICE: £49.99

BY: SEGA

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

Based on the Lucasfilm movie trilogy, of course — and also a replica of Sega's Virtua Star Wars coin-op.

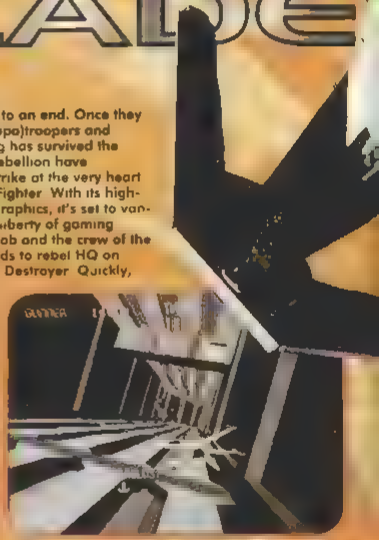
GAME BREAKDOWN

GAME AIM

Penetrate Imperial defences to destroy the Super Star Destroyer and Death Star, by destroying quotas of TIE Fighters.

Chapter VII: A New Hope

The days of the evil Nempire seem to be coming to an end. Once they had the galaxy in their icy grasp with Sturm(koopa)troopers and squadrons of deadly NES Fighters. But free gaming has survived the onslaught, and from their secret bases, the Sega rebellion have unleashed an incredible new weapon which will strike at the very heart of the those wobbly cape-wearers: the 32X-Wing Fighter. With its high-end polygon processing and superior sound and graphics, it's set to vanquish the Mario dynasty and secure the eternal liberty of gaming. Precious plans of the unit are entrusted to Prince Yob and the crew of the Corellian Corvette 'Mean Machines', but as it speeds to rebel HQ on Emapia, it is intercepted by a mushroom class Star Destroyer. Quickly, Princess Liza inserts the crucial review data in a microchip fitted to Commander Merrett's underpants, which can only be revealed by opening the pages of the magazine.



more powerful than you could possibly imagine

Star Wars 32X plays in two distinct game modes. Most people will tackle the conversion of Star Wars arcade first, which replicates the action of the Virtua Star Wars coin-op released earlier this year. The coin-op was programmed using Sega's Model 1 CG board – see our interview with Sega Amusements in issue 22 for full details, which can produce 180,000 polygons per second, and retails for around £6,000 for the stand-up version. Although the 32X cannot match these figures, the conversion is exact in terms of shapes and bears a remarkable resemblance in appearance and play. The Arcade mode has both the 'Rebel Attack' and 'Training' option which offers a brief mission on the surface of a mock-up Death Star, giving you a chance to acquaint yourself with the controls.

there goes nothin

The main thrust of the game is the 32X enhanced game, which relies the levels adds asteroid fields and gases almost impossible quotas of fighters to be destroyed before progress is made to the Death Star. Even more surprises, unrelated to the can-up await those who are skilful enough to progress deep into this extremely challenging game.

imperial mint

The best of imperial hardware has assembled in the war zone, making your mission in a lone X-wing fighter one of sheer lunacy. You will encounter in full polygon detail:

TIE FIGHTER

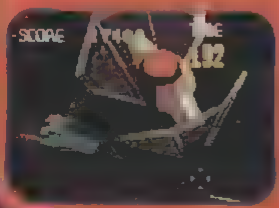
The standard Imperial single-manned fighter. The TIE is marked by its high manoeuvrability and rapid-firing lasers, which means letting one get behind you puts you in a particularly hazardous position. However, it is a distinctly Imperial characteristic to put all the TIE's power into offence — there is no shield protection for the pilot, and a single hit is enough to destroy it.

TIE BOMBER

Its fighter cousin, the TIE bomber is also slower and less aggressive, making it an easier target. It is distinguished by its double-cockpit.

STAR DESTROYER

The mainstay of the Imperial fleet, these monstrous ships carry thousands of troops and firepower equivalent to a small sun. Flying at close range is not a clever idea as Star Destroyers are capable of firing laser streams in all directions. However these streams follow ray patterns which may be anticipated. Star Destroyers travel in packs at sub-light speeds.



DEATH STAR

Devised by the Emperor as the ultimate weapon of terror, the Death Star has been quantified as possessing the power of a thousand combined Star Destroyers, and demonstrations of its power include the destruction of Alderaan, a planet of the rebel federation. That particular Death Star was destroyed by Rebel Commander Skywalker. Blueprints for future Death Stars have lived, but as does knowledge of its single weakness.

STAR WARS ARCADE

double strike

In common with the arcade version, Star Wars 32X offers a choice between one or two-player simultaneous play options. Flying alone, you take the rebels main assault craft, the four-laser X-wing fighter. As a team, Pilot and Gunner puts you in command of the less celebrated Y-Wing craft in previous Star Wars tradition this is a slower craft with different strategic employments but in this game there is no appreciable difference in handling. Player one controls the central sight, and also steers the Y Wing, while player two has a roving sight. Although both score separately they share the common mission goal. The game compensates for the extra firepower with higher target totals and increased enemy ferocity. It's not an easy option, but it's darned good fun.

Plans of the enemy target are downloaded to your HUD before stages commence.

use the force

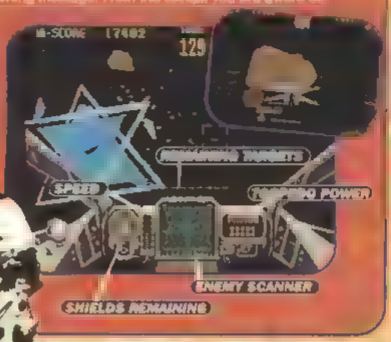
...ems. Lasers are limitless, quick-... and wholly under your control. ...ternative Proton torpedoes ...ich look like green globes, are auto-...targeting. To successfully hit even larger, you must ... until the computer tracks the enemy craft.

...ter. Your craft has a full complement of five proton ... replenish.

The lurid power of the Proton Torpedo.

the vision thing

Like the other Sega VR games, you have multiple viewing options, each suiting different stages. The main view is from within the cockpit, in the first-person perspective, with all the game info on the surrounding panels. The other view is a 'chase' camera behind the craft, which gives a wider sweep of vision. The camera will alert you when enemies are on your tail with a warning message. From the cockpit you are aware of



mission profiles

Each stage presents a different mission goal, with the backdrop of a time limit. Miss your ship is lost, your progress shown pictorially, with a percentage of completion of the overall task.

DESTROYER

Note 1.5 in a [illegible] wheeling in and out of a pack of huge Star Destroyers

STAR DESTROYER REACTOR

A spectacular and rock hard flight into the heart of the star destroyer, dodging

tunnel of girders and laser cannons. At its heart is the reactor target

DEATH STAR

[illegible] the closest to the Arcade game with full [illegible] dogfights, surface targets, and a massive trench down

those torpedoes into their tubes on the external port

ASTEROID FIELD

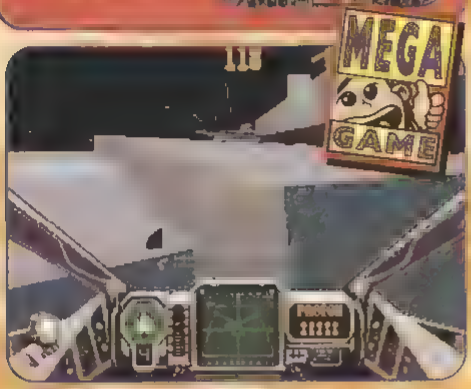
TIE Fighters to be [illegible] out of a field of earthwobbling rock chunks. These are fully interactive [illegible]

commander mudskipper

Each mission is preceded

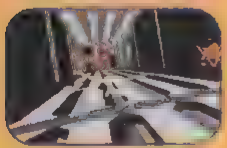
Admiral Ackbar, Commander-in-chief of Rebel Forces. As you swirl through the beautiful pat-

...ll briefing you on the mission goal



we're hit

The Warp's 32X has music like you have never heard on the Megadrive. The celebrated main theme scored by John Williams plays at the beginning, but the showstopper is the FX cutscene, capturing the spirit of movies, with screeching Tie Fighters, screaming lasers and the fabulous noise of R2 D2 howling when you take some serious damage.



COMMENT

STEVE

The Star Wars coin-op was a visual feast but was too short and easy for its own good. This 32X version corrects this by adding more stages which — whilst generally involving blasting TIE Fighters — ensures the game will last longer than its coin-op cousin. Fans of the arcade game will be well made up with this conversion as all the features of the original are there. The update may be a little jumbled and the action often a little confusing, but this is a stunning game to look at and a frantic blast to boot.

The icing on the cake, though, is the two-player dual control mode which is ace. The perfect 32X debut.

COMMENT

GUS

It was only a couple of months ago that Steve and I were invited to view the first Virtua Star Wars in the arcade, and here it is on the Megadrive, bold as brass and a fraction of the price. I will not pretend the coin-op is my favourite game of all time, in fact I would see it as the least successful of the Virtua games, but the entertainment of this conversion surpasses the leap that the Virtua Racing cart made from previous Megadrive games. This is a fully-fledged polygon game, and the graphics are not only detailed and convincing, but they move at lightning speed. TIE Fighters really do scream out the screen at you, and the Death Star looms in all its menacing glory. The sound also sets new standard for Sega owners, who couldn't ask for better samples, although the in-game music is wooly compared to the title track. My main concern in attempting the game was longevity. Steve and I finished the coin-op within a single slash puppy. But he does that even the arcade mode is ROCK HARD, for one or both players, and the extended version is ten...difficult if anything. It's extremely taxing getting to grips with sections like the Star Destroyer tunnel, though progress is slowly made. The biggest surprise is just how much more fun it is with a co-pilot: ammassable. It's amazing to think this is the first real Star Wars game after five years of the Megadrive, but it's arrived with a bang.

GRAPHICS

95

▲ Thousands of polygons go together to produce a moving masterpiece that is a tribute both to the film and the arcade game.

SOUND

93

▲ Samples and speech of quality that Megadrive owners will never have experienced. Incredibly atmospheric.
▼ The in-game music is thinly textured.

PLAYABILITY

92

▲ Impulsive, compulsive, utterly roller-boxed and continually [illegible]. The ultimate flight [illegible]

LASTABILITY

84

▲ Very, very difficult, and it's the options of the game you come back to again and again for a quick spin.
▼ Not many stages in the arcade version of the game.

VFM

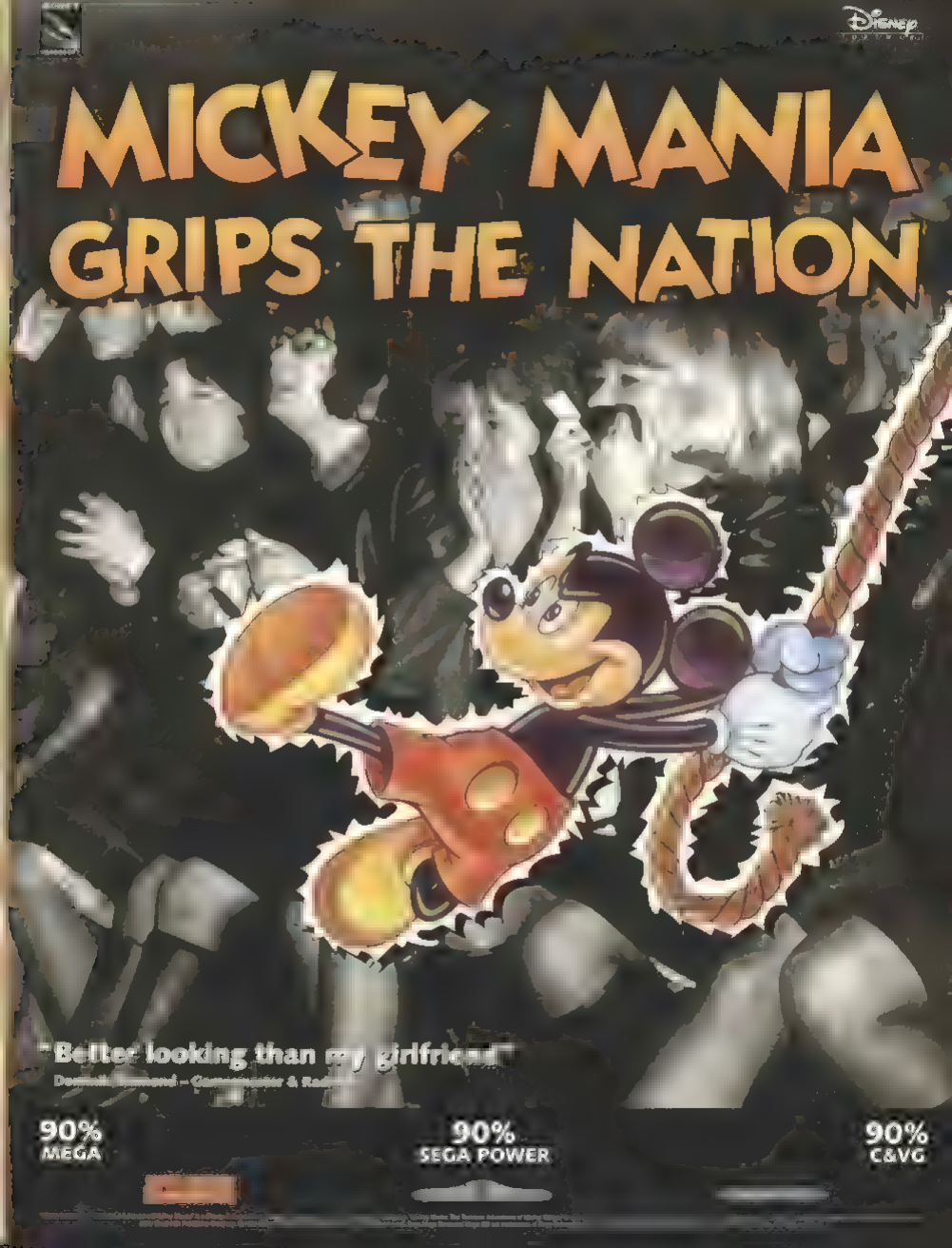
89

▲ A £6000 arcade cabinet [illegible] into a £50 cart, and this is the first Star Wars title for the Megadrive.

OVERALL

90

A stunning debut for the 32X, with a great feel and atmosphere, if whopper with some rehash for those who like their action large.


MICKEY MANIA
GRIPS THE NATION
"Better looking than my girlfriend"
90%
MEGA
90%
SEGA POWER
90%
C&VG

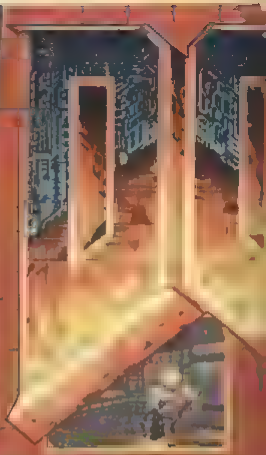
WELCOME TO URBAN STRIKE!

How does Armageddon appeal? The U.S. levelled to a post-apocolyptic desert ...

You stand between New York and the evil forces that have the big apple, San Francisco and Vegas marked down to be Sahara lookalikes. Your mission, which you can hardly turn down, is to inform the sinister king of the information highway, tycoon H.R. Malone that his war machine is his own private road to nowhere. Behind the controls of your lethal attack chopper stacked to the roafers with fire power you will do battle over ten-multi stage missions in the skies above Uncle Sam s major cities. Will you have the courage to leave the protection of one of three new attack craft to fight it out on foot? Where a power-up could mean the safety of America or a split-second could mean armageddon. Welcome to Urban Strike!

WORK IN PROGRESS

If you needed any indication that Sega are going for the gaming jugular with the 32X, Doom should provide one. Gus produced these psychotic ramblings after being affected by the game set to corrupt the Sonic generation...



stairs, dark areas, narrow bridges and open areas. By each lurk a range of hideous mon-

you progress to each of the three distinct areas of the game.

standing at 24MEG. It is unclear how many mors of the PC version's 27 levels will be added, although there is talk of the game being hiked to 32MEG. In any case, Doom looks like being a worthy title to launch the 32X and with its anarchic and frenzied theme, is set to reclaims consoles

PROJECT
DOOM

PUBLISHER
SEGA

INITIATED
FEBRUARY '94

RELEASE
NOVEMBER '94

FORMAT
32X

DEVELOPERS
ID SOFTWARE

WELCOME TO YOUR DOOM

Sega have been quick off the mark with Doom, cramming a prestige product, only released in March on its original format, into a punishing nine month programming cycle. Progress in the latter stages has been rapid, which is demonstrated by the change between the version of Doom exhibited at September's ECTS, and the advanced copy shown to MEAN MACHINES at Sega. The former was disappointingly jerky and lacking in resolution, but re-writing of routines, has upgraded the game to be more than a match for its PC progenitor.

The philosophy that dreamt up Doom is interesting in itself. It's the work of a small Texas developer called Id software. The team there had originally worked for a larger company called Apogee, and had produced a highly-successful 3D hunt 'n' shoot with a Colditz type setting called Wolfenstein (a Megadrive version was planned but scrapped by Imagineer).

However, the rather eerie figures of John Romero and Sandy Petersen had an idea which would cause more than the ripple of outrage that Wolfenstein's animal shooting and full frontal bullet wounds aroused. They developed the Doom idea to push both player and machine to the limit. The game demands 32-bit processing because of its speed and smoothness while dealing with complex bit-mapped textures used in dungeon graphics. For players it's a kick up the backside, especially PC owners used to a succession of dreary 'interactive movies' and slow-moving adventures.

The 32X version compares well, easily managing the speed of a 486 33Mhz PC, running on high detail. Sega point to reports that the latest Pentium versions can perform as well as a 66Mhz PC, for which we are talking a good £1,500, and that's before you stick a sound card in the trolley mates.

LET THE BLOOD RUN FREE

DOOM MERCHANTS

No liberties are being taken with a game many would say needs no improvement. Some small changes to the graphics have been implemented, with the aim of giving the vertigo and immediacy demanded of a console game. One level uses wooden textures and cobbled floors to create a mediaeval effect. This is set to be a custom Doom, with a unique 32X character. Sega would be delighted if the game had the same effect on 32X owners as it has on some PC players. Doom genie is rife throughout PC mags, and the sequel is causing a stir in circles more used to getting excited over extended massacre and PC Drivers. Whatever they might be. There is even a lavish 300 page guide book* published, with strategies, insights and reflections on the Doom 'phenomenon'

* 'Doom: Survivor's strategies and secrets', Joe Mendoza, Sybex

▲ Doom Survivors: a: Demons, b: Cacodemons, c: Imps, d: Possessed Humans, e: Cyberdemon, f: Baron of Hell.

SENSLESS VIOLENCE

One nice thing about the 32X version is you don't have to worry about loading, and you don't need to fiddle with soundcards. Many PC owners missed out on the atmospheric aural effects, that accompany your actions. Explosions and ricochets as you'd expect, but sound is used to create tension, menace and instant fear — often you can hear creatures before you see them. The pumping soundtrack also puts you right in the mood for slaughter. The pumping soundtrack also puts you right in the mood for murder.

GET TO GRIPS WITH

POWER DRIVE
"A refreshing new approach to the genre... a great mid drivin' game... we like it"
"It's fast, furious and most of all, fun!"
SEGA PRO
"U.S. Gold looks to get into top gear with Power Drive"
MEAN MACHINE
"A unique blend of speed and strategy make this a rally game to beat all others. Definitely no stick-in-the-mud!"
Rage
GAME GEAR

YOU'LL KNOW WHEN IT'S TIME...

V.R. Virtua Racing DELUXE

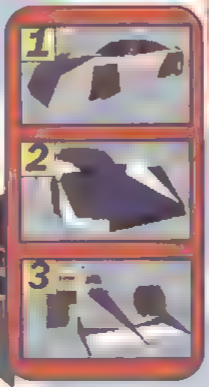
After the technological triumph of Sega's Megadrive conversion of Virtua Racing, it's fitting that the 32X 'Deluxe' version should be one of the first games to flex the newly gained muscle of the 32X unit. This November, buyers of the upgrade will be offered an extended version of Virtua Racing, for less than the top-heavy SVP cartridge retailing at £70.

Virtua Racing was first released at the end of 1992, exhibiting the blistering power of a new generation of Sega coin-op machiness. Unknown at the time, Virtua Racing was the first step in Sega's arcade and console strategy that has led to Daytona Virtua Star Wars, Virtua Fighter and Virtua Cop in the arcades and the 32X and Saturn machines in the home, with their staggeringly close conversions.

As you can see, the Deluxe version recreates Virtua Racing on the Megadrive to a new standard of authenticity. Gone is the cross-hatching and jerkiness of the Megadrive graphics. Thousands of extra polygons, more colours and faster frame rate produce a smoother, cleaner and more detailed conversion. Some of the landscaping features omitted from the Megadrive are back in, and the four viewing angles are more spectacular than ever, with polygon hands included.

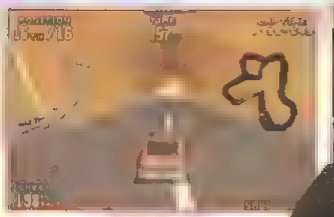
What you cannot see, are the fabulous enhancements to sound — crisp samples (including a barber's quartet celebrating your victory!) and music of the quality of the coin-op. Happily, Sega have included the extra features offered on the previous home conversion — a two-player split-screen mode, mirror tracks and multi-angle replay awarded to finishers.

But, as Jimmy Cricket used to say to his eternal shame, there's more — new tracks to play on and new cars to play on them with, which is what the crew are doing now.



SPOILER TACTICS

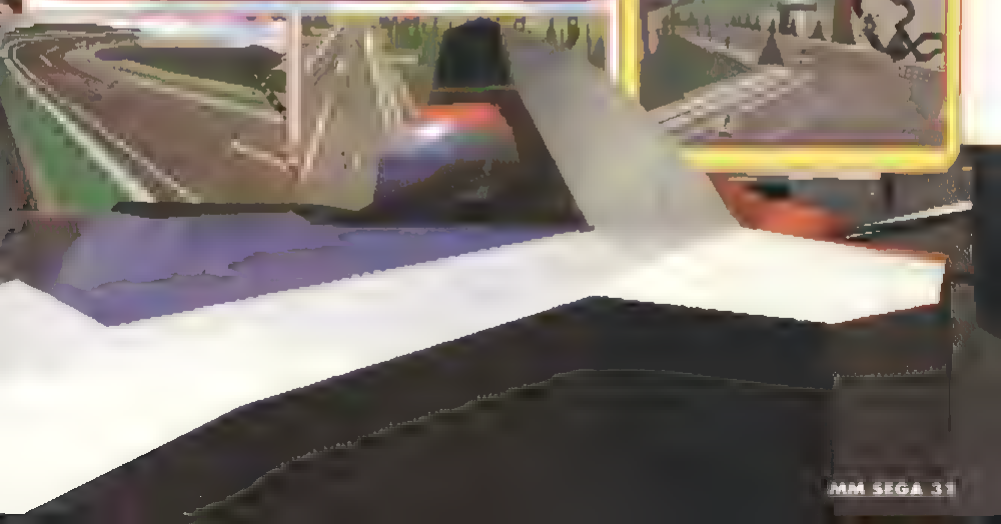
Now you have not one but three cars to race on a rotating polygon selection screen. In addition to the formula car is a stock car and the mysterious and outlandish-looking prototype car. All have different max. speeds, but also quite different handling. The stock car is particularly fun to take cornering as the end flies right out! The prototype seems to glide across the courses like some kind of batmobile and is just the ticket for those who have the formula car under the thumb. The choice of car also seems to affect the opposition other racers in stock cars seem much more eager to have a racing rumble. It is now also possible to visibly damage parts of your car (eg. the prototype's aerofoil, which requires a pit stop



COURSES AVAILABLE

PASTURES NEW

The most appeal ng new feature of V rtua Racing is the new tracks. Two extra full- ength courses, cal ed Highland and Sand Park. Highland takes Virtua Racing into an urban set- ng for the first time, the course flanked by some huge polygon bui dings and incorporat- ng a motorway and approach roads. Sand Park is even more of a departure, with a series of spectacular terra n features, including a tower- ng drive-through a rock outcrop and a tunnel w th a you've-got-to-be-joking bend in it. There's even a choice of routes, where the road temporar ly spl ts in two. The processing power of the 32X has been employed to add a little mag nation to Virtua Racing's repertoire.



LOADS

THE LEGEND OF TULL

According to Sega newcomers Rocket Science, the currency of the future isn't dollars, pounds, or thirty queeg notes, it's camels. And as they've got the likes of Ron Cubb (screen writer for moderate hits like Alien, Total Recall and True Lies) and coding veteran Brian Moriaty (the geezer behind the Zork series) working on this CD look into a world of moonbases and other such sci-fi gubbins, we're stuffed if we're going to argue.

Loadstar is set in the 22nd century, with the player pulling on the driving gloves of ace smuggler, Tully Bodine, who has accepted his most dodgy assignment yet — smuggling the aforementioned humped currency off the moon. However, the traffic congestion within the moonbase's many roads and tunnels makes rush hour in London look like a Sunday jaunt to Littlehampton. As you roar through the FMV roadways, numerous hazards and road blocks stand in your way, and the police are in hot pursuit...

▼ Filter or no filter, mild or light.

IN THIS WEEK'S EPISODE...

With Loadstar, the guys at Rocket Science are the latest team to attempt to create an interactive movie for the Mega-CD. Amongst its cast of relative unknowns, one face is immediately recognisable: that of Ned Beatty as the spluttering Sheriff Wompler. Ok, so he's not as well known as, say, Tom Cruise or Chris Evans, but if you've seen any of the Superman films you'll recognise him — he plays Lex Luthor's bumbling sidekick, Otis. Loadstar opens with an impressive intro to set the scene with Tully welcomed on to the Moonbase by his oddball and decidedly dodgy mates as he enters a seedy bar, the interaction then continues as the plot unfolds and the game continues.

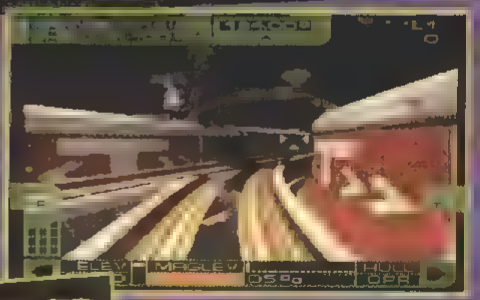
CONTRAFLOWS

Tully's reactions need to be razor-sharp on this haul from hell. The lunar surface is criss-crossed by literally thousands of Magalev tracks, and where there are tracks there's trouble. As Tully, the player has the unenviable task of navigating the spaghetti-like junctions to avoid the usual assortment of hauling hazards, rival truckers, traffic accidents, debris, and dead-ends. As if this wasn't enough, the cops are onto your case and intend to liberally pepper the truck with plasma blasts to bring your smuggling days to an untimely end.

▲ Makes a change from country climb, leaves on the line and tank egg smoker.

I LOVE TRUCKING AND I LOVE TO TRUCK!

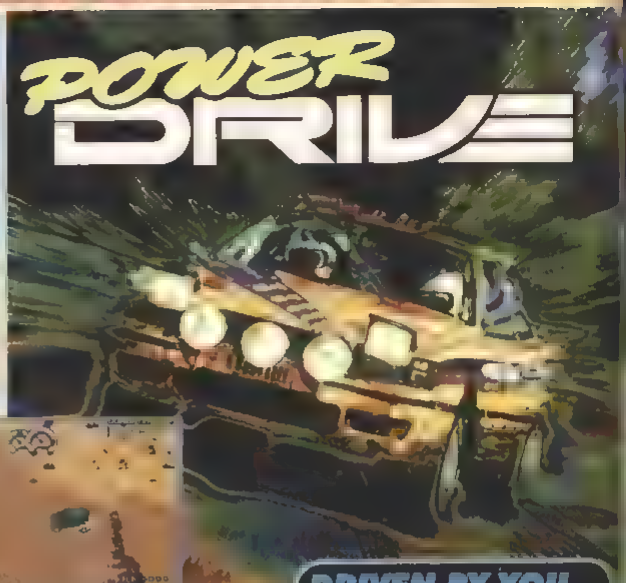
Based on an original design from the 1980's Birmingham International Airport passenger ferrying sensation, our hero's Magalev rig is powered by magnetic force. Resting on a delicate balance of magnetism, hits from the cops and debris have the knock-on effect of reducing the clearance between the track and truck leading to some nasty scrapes.



ARTIC-ULATION

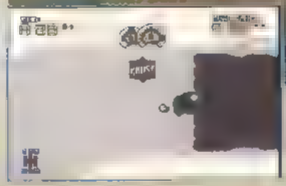
Forced to run the gauntlet at break-neck speed, Tully is required to keep a hand on the wheel and another on the trigger. As with many Mega-CD interactive flicks, the player controls the crosshairs which act as both route changer and weapon targeting device for the Magalev. Speed is of the essence as a missed turning, or more importantly a missed cop spells doom.

POWER DRIVE



You may be surprised to learn that having a forty country roads in the middle of the night at reckless speeds in driving rain is not illegal, at least not if you're a rally driver, which forms the basis of US Gold's new driving game Powerdrive. In a change from the outrageous formula cars of most race games, you get to push turbo charged Mini Coopers, Renault Clios and Fiat's dinky Cinquecento.

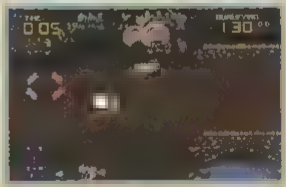
Set on a series of time-trialled country roads, your main opposition is the clock, with some demanding time limits set for qualification to the later stages. The layouts pose their own problem, almost constant chicanes, bends and hairpins. Mastering the control of various rally vehicles also makes its own demands, as each is designed to handle in a realistic martial manner. The courses vary in scenery detail, from bumpy forest tracks to flat desert dustbowls, and both linear and lap courses are set. In line with creating the atmosphere of the sport, spectators line the route, cones get in the way and yes, you do get stuck on the verge and have to reverse out sometimes. Weather is another changing aspect, driving rain posing a minor inconvenience and falling snow causing real control problems on the frozen forest tracks, which have to be sorted out in the bodyshop more often than not. US Gold still have things to do on Powerdrive, and in its favour is the lack of competition in the rally game stakes, except perhaps from Sega's own dismal Double Clutch. With an early new year release on the cards, MEAN MACHINES will be following this one with interest.



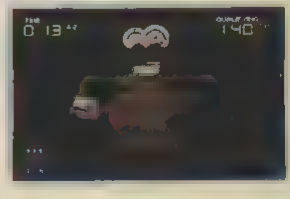
▲ **Driver: Tervill; Navigator: Dean.**

DRIVEN BY YOU

What would a Powerdrive be without power-ups? Helpful icons litter the track and its to your advantage if you can pick them as you pass. The clock icon stop the lap timer for a short period, the 'N' icon provides a powerful (though hard to control) burst of speed, and money is added to your winnings for spending on repairs between races, as damage is accumulated in percentage terms.



▼ **You can't have any of that yellow pastic stuff on your headlights, mind.**

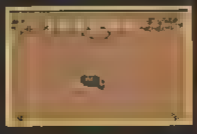


WHEN I STRIKE THE DASHBOARD...

Dotted among the high speed thrashing tracks are these designed to test your refined driving skills. There is still a time limit for these 'Kickstart' style courses, but a pass flag must be issued before you can continue:

VEHICLE STOP
You must stop over the line and wait for the adjudicator's flag.

REVERSE MANEOUVRE
Like parking at Tesco's, reverse your car into the designated box.

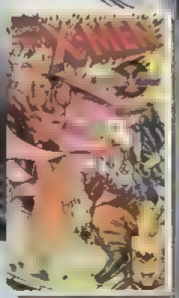


CONE SPIRAL
Negotiate the cone-lined spiral and stop on the marked area.

X-CITING! X-CEPTIONAL! X-TRAORDINARY!

X-MEN™

ON VIDEO

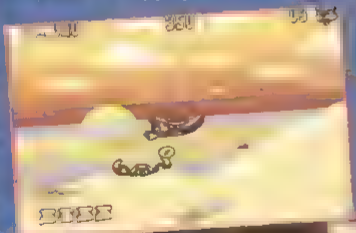


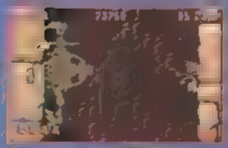
AVAILABLE 10TH OCTOBER – AVAILABLE 7TH NOVEMBER

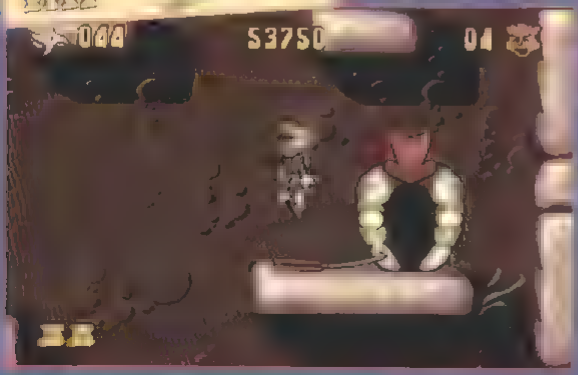
THE MIGHTIEST MUTANTS
IN THE KNOWN UNIVERSE ARE
NOW ON VIDEO

X-TRACT THEM FROM A VIDEO STORE NEAR YOU OR BY TELEPHONE ORDER HOTLINE 0733 232800. RRP £9.99

PLAYER
JANUARY
PLATFORM

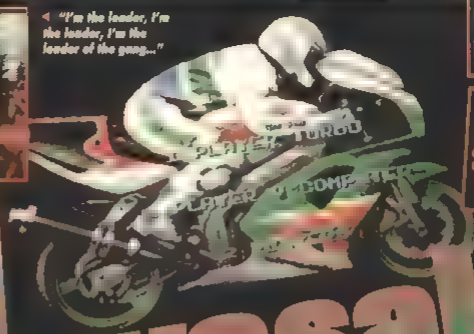





000
53750
04

FROM THE DIRECTOR OF
ALEC BALDWIN
The Mystery
The Shadow
12
STARTS NOVEMBER 18TH AT CINEMAS EVERYWHERE

◀ *"I'm the leader, I'm the leader, I'm the leader of the gang..."*



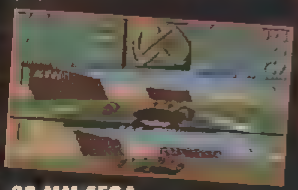
Kawasaki SUPERBIKE CHALLENGE

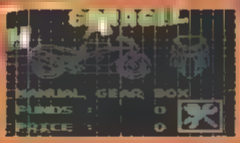
The jagged polygon visuals of last year's racing hit F1 make a reappearance in Time Warner's new professional motorbike sim, Kawasaki Superbikes. Not that surprising when you understand that both games are the work of developers Lankhor.

In common with F1, Kawasaki SB features a first-person perspective for single player racing, with a split-screen option for pairs, or duelling with a single computer racer. There is also the same 'Turbo' option that accelerates the polygon graphics to reckless speeds, and is strictly for pro racers.

However, this isn't just going to turn out to be F1 with two wheels missing. The screen update and number of polygons are greater than any previous Megadrive racer (bar the SVP-boosted Virtua Racing), allowing complex structures and tunnels to be added to the track design. Also the handling of the bike has been tweaked to match the world-famous Japanese machines — Team Kawasaki add their endorsement.

With 15 global tracks, including the inimitable Suzuka 8 Hours tournament, fitting into a constructers championship, fifteen other racers, pit-stops and qualifiers, training of any value to speed freaks is being omitted. The developers originally toyed with the idea of Full Motion





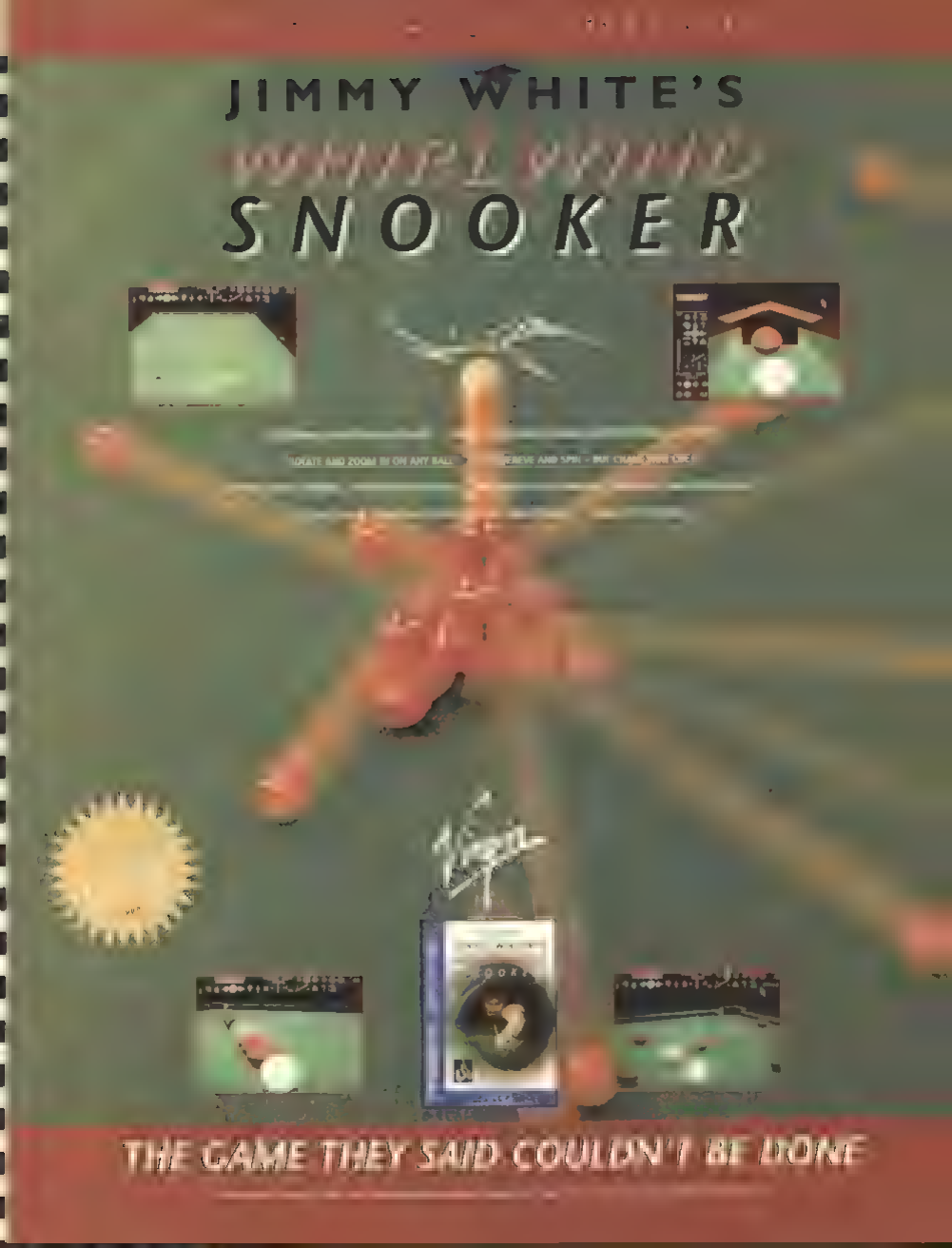
MULTI TRACKS

Kawasaki Superbikes on Game Gear will be out around the same time

completely different game. In fact it is being put together by another developer, Tengen, and will have unique game features like a 'arcade' mode, and prize money used to improve bike performance.

TURNED OUT NICE AGAIN

Weather plays a significant part in Kawasaki SB, with you often 'meteorologically challenged' in your races. Rain, of course, makes for treacherous driving conditions and tyres should be chosen accordingly. However, weather conditions may change in the course of a race, so watch for changes in the sky. The final game will also feature bike damage, where minor collisions gradually reduce handling, top speed and acceleration unless repaired.


JIMMY WHITE'S
SNOOKER
THE GAME THEY SAID COULDN'T BE DONE

WORLD CUP GOLF

The Megadrive is no stranger to golf games, being perhaps the 'Brucie ' or 'Torby' of the celebrity console world. Sega owners have numerous rounds, from Jack Niklaus to PGA Tour to choose from But US Gold aim to steal a march on them all with their Mega-CD specific World Cup Golf

The game has been developed for no less than five CD-ROM formats, using digitised renderings of the exotic Hyatt Dorado golf course in Puerto Rico. Using silicon graphics workstations and a 3D modelling package, the development team have managed to recreate every palm and probably every rabbit-dropping on the course.

The immense amount of data needed for the images explains why the game is restricted to the CD format. The game also boasts a massive 64 player tournament option, more players than would fit into the average living room! The comprehensiveness continues with menus for fifteen different tournament options, and the creation and saving of custom players.

Our perusal of World Cup Golf was somewhat curtailed by the large amount of programming still to be done, but the structure of the game is definitely there. Particularly, the main sprite is to be totally restyled, so don't be alarmed at how he affects the perspective in these shots. Just relax, close your eyes and think of warm sandy golf links World Cup Golf is reviewed next month in MEGA MACHINES

The rest of the course hadn't been cut.

Aaaaaah! Boy do I need this. I was really bursting.

GOING CLUBBIN'

Actual play is effected by a series of windows and menus, keeping the action on the screen, without flicking to sub-menus Everything from stance to spin is adjustable, you can even check the lie of the course (any part, not just the green) by using a Mysteron-esque floating contour. The final version will have a 'live' flight window to capture your soaring balls!

FROM THE CREATOR OF MICRO MACHINES™...

PSYCHO Pinball™

FULL TILT FROM NOVEMBER 25

Codemasters

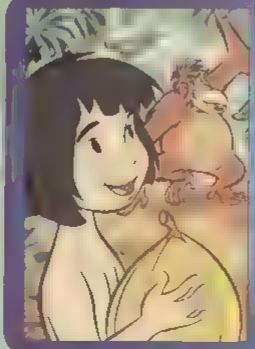
PAULS TIPS

This month is truly Top of the Tips with some outstanding hints and cheats landing on the MEAN MACHINES doormat to wow and amaze you. And as if this wasn't enough, there are two player's guides, Time Warner's Red Zone and Accolade's Zero Tolerance.

No time for chat though, as there's tipping to be doing! Don't forget to send in your essential tips to the essential tips pages here at: A TIPSTER IN LOVE, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Hoorah!

MORTAL

HI-HO, HI-HO, IT'S OFF TO CHEAT WE GO!



KOMBAT

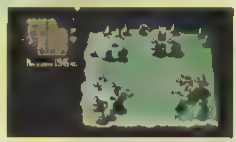
OOH. NASTY!

MEGA-LO-MANIA

EPOCH CODES

Priding himself as being something of a strategist, Craig Withers originating from Cumbernauld, has pieced together the codes up to Epoch Nine. They are as follows.

EPOCH	CODE
2	SZADBYFIWMY
3	RXYCPUCXCBC
4	JXFDJYCXHTS
5	ORNDHTXKQTE
6	HJOBHBNYRI
7	XANBRUAFLII
8	BTBAMOSHLIL
9	BLOAZFBGHBI



What's more, for a hidden game of Sinistar, simply enter the code JOOLS

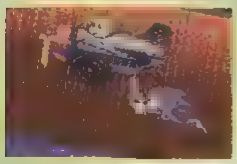
URBAN STRIKE

CAMPAIGN CODES

SONIC SPINBALL

BILLIONS OF POINTS!

Here's a quickie for the pinballing blue hedgehog, courtesy of James Perry from Sevenoaks. After defeating a boss character, hold down A, B, and C, and witness your score shoot through the roof!



MEGADRIVE

STREET FIGHTER II

EASY SKIP TO CPU M. BISON

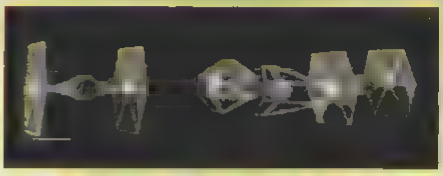
If you're finding the going tough against the likes of Cammy and Co , here's a tidy, if not sneaky tippet to top and the final fight with Bison Graham Kates from Charleywood, Herts Go through the normal selection process of choosing your character, but before beginning the bout, make sure a second joypad is plugged in. Once the fight has started and you know who the opponent is, grab the second joypad and hit START Now using the second joypad, select the character you were previously fighting and finish them off When the map screen pops up, the defeated opponent will have shaded to grey and the next combatant ready to do battle Repeat the process until you face Bison, but be warned the cheat doesn't work on him

JUNGLE STRIKE

FOUR EXTRA LIVES

For those of you having a hard time with the Fuel Depot on Level 7, Darren Godfrey of Witney, Oxfordshire, steps in to help out Enter the level (code TMHPGCFDYRL) and fly up to just above the fuel drums. Hang a right, going past another Helipad until you come across four pyramids Take out the two Gatling guns and then hit the pyramids where you will uncover the four extremely helpful extra lives. Cripes!

MEGA-CD



REBEL ASSAULT

LEVEL CODES

The unstoppable tips animal Paul Shotton from Stoke-on-Trent strikes again with the definitive guide to the visually stunning Star Wars spin-off A huge pat on the back for such good work

BEGGARS CANYON
EASY – BOSSK
NORMAL – BOTHN
HARD BORDOK

ASTEROID
EASY – ENGRET
NORMAL HERGLIC
HARD – SKYHX

CANYON RUN
EASY RALRAA
NORMAL - LEENI
HARD DEFEL

STAR DESTROYER
EASY – FRIJA
NORMAL - THRAWN
HARD – JEDGAR

TATOOINE ATTACK
EASY - LARRA
NORMAL - LWYLL
HARD MADINE

ASTEROID FIELD
EASY - DERLIN
NORMAL – MAZZIC
HARD – TARKIN

IMPERIAL WALKERS
EASY MOLTOK
NORMAL – JULPA
HARD – MOTHMA

STORM TROOPERS
EASY – MORAG
NORMAL MORRT
HARD – GLAYYO

TRANSPORT
EASY – TANTISS
NORMAL – MUFTAK
HARD – OTTELZA

YAVIN TRAINING
EASY - OSWAFL
NORMAL RASKAR
HARD RISH#

DEATH STAR
EASY - KLATTU
NORMAL JHOFF
HARD – IZRINA

DEATH SURFACE
EASY IRENEZ
NORMAL ITHOR
HARD – KARRDE

CANNON
EASY – LIANNA
NORMAL JINWAK
HARD – VONZELL

POWER RALLY
EASY PAKKA
NORMAL – ORLOCK
HARD OSSUS

TRENCH RUN
EASY – NORVAC
NORMAL NKLLON
HARD – ?

CYBERJOBE'S COMIN' AT YA!

So if you think you've seen it all, then get ready for the Lawnmower Man™ on the Mega Drive and Mega CD

HE'S GONNA MOW YOU AWAY.

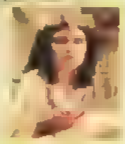
THE LAWNMOWER MAN

TIME WARNER INTERACTIVE

MEGA-CD

DOUBLE SWITCH

SOLUTION



John Trudell's Number One fan David Dent from North Shields, Tyne and Wear has been playing non-stop to bring us the complete solution for all three acts

ACT I

Storage	Catch man power box
Storage	Catch man power box
Bruno	Get code
Grads	Get code
Band	Get code
Bruno	Catch Luigi punch
Alex	Get code

DOUBLE TRAPS

Dancer	Band
Bruno	Storage
Handyman	Bruno's room

ACT II

This is the main act. Try to catch as many people as possible but check on each of the rooms so as not to miss any important information

Bruno	Get trap
Grads	Get trap
Band	Catch man lamp
Alex	Catch man window
Grads	Dis-arm coffin – arm bands, catch mummy
Basement	Get trap
Bruno	Dis-arm – re-arm basket, catch mummy
Band	Get trap
Basement	Catch man elevator
Band	Dis-arm – re-arm cage, catch mummy
Alex	Get trap
Storage	Get trap
Basement	Catch Eddie conveyor
Storage	Catch Eddie phone
Alex	Dis-arm – re-arm chair, catch mummy

It is possible to trap Eddie (when he goes in Alex's room) with the fireplace trap. This does add to your total. Even though Eddie has told you to trap the handyman wherever possible, do not trap him as he shows you how to use new traps.

[illegible]

Concentrate on this list and nobody else

Storage	Catch woman power box
Lobby	Catch Eddie column
Basement	Catch Eddie conveyor
Alex	Catch Eddie chair
Basement	Catch man elevator
Grads	Catch Eddie bands
Storage	Catch man phone trap
Band	Catch Eddie cage

ROAD AVENGER

LEVEL SELECT AND [illegible]

Not a particularly stunning Mega-CD offering, but thanks to Anim Abbtar for the tips

STAGE SELECT – Press up to select OPTIONS and go into screen where you press A six times

DEMO MODE – As above, but press A five times and press B

MASTER SYSTEM

BUBBLE BOBBLE

SPECIAL CODES

For some extra special codes Simon Barberton from Countesthorpe, Leicestershire, is here to offer some assistance

RLLRUDDR – One life

ULDLDUUL Reveals all items

LULRLLDR Shoes

RBULUBBJ - Shoes, sweets, feathers

JJLBJRJL Music select

LLBRDBDL – Shoes and sweets

DJBRBDBJ – Three lives

DJLBBDJJLDLDBJBB Reveals all on each level

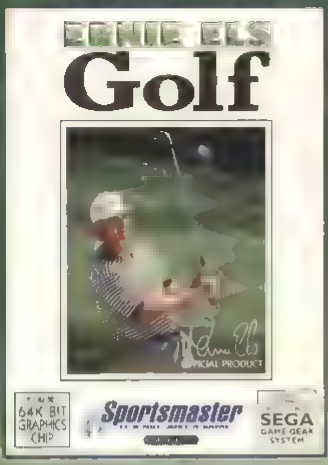
BLDUBUBU – Shoes, sweets, feathers, and three lives

GAME GEAR

PUTT 'N' PUTTER

SECRET OPTIONS [illegible]

A tidy little Options Screen is available to those having a few problems from Stephen Brady in Cramlington, Northumberland. Quite simply hold button 2 and START while turning on your Game Gear.



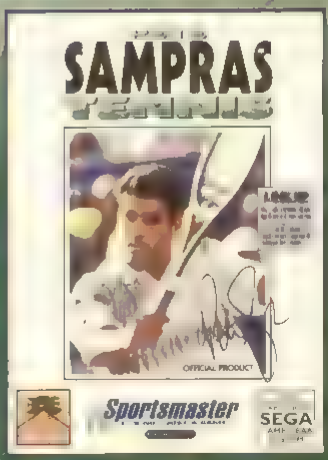
CHAMPION!

Includes 64K-BIT GRAPHICS CHIP

Challenge Ernie Els – the man with a drive like an Exocet – in this realistic and gripping golf experience. Compete on four 3D rendered courses, with rotoscoped player movement and seven game styles. *Ernie Els Golf* is total golf.

SPORTS GEAR

Pete Sampras serves can turn a baseball into a ballistic - fearsome forehands blistering backhands and skilful lobs - this is pure tennis action! Compete with 30 different competitors and an innovative 2 player option. Prepare for a smash!



CHAMPION!

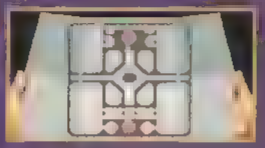
Codemasters

ZERO TOLERANCE

We were quite literally blown away by Zero Tolerance a couple of months ago. But with a difficulty level set on 'Rock 'Ard', some assistance will be required to wade through the alien corpses and save the planet from the invading forces. Luckily Paul is here to lead you by the hand through some of the more difficult confrontations. But don't forget to keep your eyes and ears open, as you never know what's lurking round the next corner!

DOCKING BAY 1 - [illegible]

Grab the shotguns at the start, but avoid the rooms to the left and right as they contain loads of bad guys. Hang round the doors to pick off enemy attacks.



DOCKING BAY 2 - [illegible]

The corner rooms are chocker with alien forces. Nip round the back of where you started to stock up on shotguns and medipaks.

BRIDGE 1 - [illegible]

A relatively easy stroll, but keep your guard when approaching corners.

ENGINEERING 1 - [illegible]

Grab that flamethrower immediately as this is the first encounter with the crabs. These fellas scuttle along both the floor and the ceilings, pick them off as soon as you spot them. A wall of flames is the trick.

ENGINEERING 2 - [illegible]

[illegible] accessible. You have to [illegible] from Engineering [illegible] the aliens. Watch out for the corridors in the outer rooms.

ENGINEERING 3 - [illegible]

Oh dear! The time of low ammo is nigh. Try to conserve supplies as much as possible. The aliens are on the increase, so a lot of running about to find weapons is often the case.

ENGINEERING 4 - [illegible]

At last a stockpile of guns! Walk down the first corridor, and then hang a sharp left U-turn into one of many bonus rooms. Use the wall of flames trick again for the crabs.

GREENHOUSE 1 - [illegible]

Things are starting to get foggy. What's more the maze-like construction of the level means a lot of doubling back and retracing of steps. Use the map all the time to prevent ambush.

[illegible] 2 - [illegible]

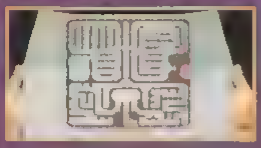
Nab the shotguns in the alcoves straight off, but watch your back as snipers take pot shots. The night vision goggles are a lifesaver in the central maze section. The bottom left room is packed with pulse lasers, very handy.

[illegible]

Right, before embarking on the gun-fest it is absolutely essential to get tooled up. Remember the motto: Guns are fun, but [illegible] items such as fire extinguishers unless you are completely certain you won't need them to progress. It is an absolute necessity to exterminate all of the aliens on every floor and in every nook and cranny. If you don't manage to do this the boss won't appear at the end of the section.

[illegible]

The first part of your quest to rid the world of invading alien forces. The going's not too tough, but beware of ambushes.



GREENHOUSE 3 - LNJ*-VJFX

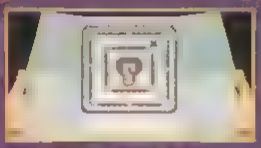
A whole new game begins in this the first of the 'search and destroy' missions. You must get hold of the bio-scanner to flush out the crabs. Caution is advised in the 'crab run' top right hand room. Keep searching previous locations for strays.

BRIDGE 2 - 6FC*-VKQX

A long and narrow bug washing session. Prepare to enter the reactors.

REACTOR 1 - DP3*-VHN

Absolutely crawling with crabs. The rooms flanking the entrance contain Medipaks, use them wisely. Head to the centre for the final battle on the Space Station.



REACTOR 2 - DP3*-VDQF

The big boss! Try to pick him off through the doors, and don't allow yourself to be cornered. He takes tons of hits. Once completed it's on to the High Rise where the aliens have sought refuge.

HIGH RISE

A whole new breed of alien inhabits this abandoned building. They take more hits, are quicker, and more accurate. The levels are larger, so keep an eye on the alien death meter to ensure each level is secure.

[illegible]

It's quite a view, but beneath you are floors packed with deadly foes. Try to sheet from a distance with the pulse laser as these guys are fast. The torch is useful when searching the enclosed rooms that are pitch black. I'm afraid it's a case of running the gauntlet up the right hand corridor. Perse[illegible]

[illegible] - [illegible]

[illegible] most of the top floors, but remember you're on a mission and each floor must be secured. The rooms are filled with what appear to be soldiers, but who are in fact aliens, watch them morph. Yuk! Check the corners of the larger rooms for Medipaks.

FLOOR 163 - CFFLNVBVE

Grab the bullet-proof vest from the lower left hand room, and sit and wait for the aliens to reveal themselves from the corners. Take your time.

[illegible] - [illegible]

An easy level and an opportunity to stock up on supplies that will be running low.

FLOOR 161 - YVHYCBXKC

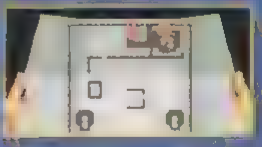
Cough, cough! It's smoky down[illegible] wonder why? First But a fire [illegible] butcher is the least of your worr[illegible] It's time to meet the hell hounds. The hounds will sprint towards you and leap, you only have one chance to shoot them as they leap. A bio-scanner is at hand to ensure success.

[illegible] - [illegible]

It's puzzle time. Clear the lock, but mind the alien troopers that pile out of the room to the right. Take the stairs to Floor 158.

[illegible] - [illegible]

More and more hell hounds to tackle. Head to the top right for the stairs to 159.



FLOOR 158 - WRDZ-LDFV

The open-plan arrangement means there's little cover. The bottom left and right corners hold pulse lasers. Then it's round the back for the stairwell to the other half of Floor 160.

FLOOR 157 - [illegible]

A steady pace is required to tackle the onslaught of the dogs. Use all available cover.

FLOOR 156 - [illegible]

An easy level, but don't forget to pick up the flashlight on the way out.

FLOOR 155 - [illegible]

The biggest problem is the room in the top left as it is packed! Use of the automatic doors should help you to pick off offenders.

FLOOR 154 - [illegible]

Again a case of seeking out all of the mounds. Not too much of a problem with the shotguns lying around.

FLOOR 153 - [illegible]

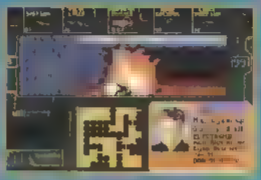
Ouch it's dark in here, time to locate those night vision goggles. Show the aliens you mean business with the rocket launcher hidden in the top right.

[illegible]

The last opportunity to replenish ammo supplies before the confrontation with the alien boss. Be accurate, don't waste ammo.

FLOOR 151 - [illegible]

The boss's lair. In a straight grid formation, make sure you're quick off the mark. Some ammo is located behind the entrance. Good luck!

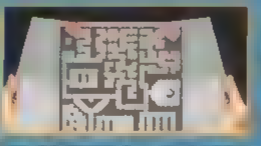


THE [illegible]

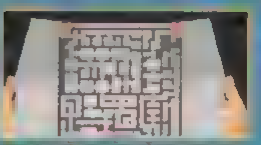
Now you've gone and done it! In your [illegible] flush the aliens from the Mega Sea, they've scampered underground! Well, it's up to you to sort it out!

[illegible] as you realise this is one heck of a maze.

[illegible]



[illegible]



[illegible]

[illegible] are available mean only one thing, traps!

[illegible]

[illegible]

[illegible]

If at all possible try to keep tabs on the route you've taken. Also watch the [illegible] enemy death counter as you can't progress to the next level.

Tune in next month for the final instalment of the adventure that will take you all the way to the biggest and baddest boss and back!

SOULSTAR

Blasting back the boundaries of the gaming experience, SOULSTAR captivates up to two players with out-of-this-world 3D graphics, a multi-morphing combat craft and fast and furious gameplay. Fly, drive and shoot your way through more than twenty incredible missions in a progressive, space shoot-'em-up that leaves all the others!

"A shoot-'em-up of epic proportions. Soulstar takes you on a roller coaster ride of supreme blasting action."

"Soulstar certainly looks like a contender for Mega-CD game of the year."
MEGA POWER

Available on:
Mega-CD

DESIGN LIMITED

© Core Design
All Rights R
Soulstar (C)SX

SEGA

RED ZONE

SITUATION RED

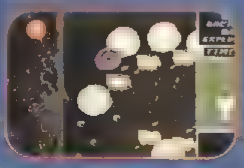
We follow up our review of Zyrinx's exquisite blaster-puzzler Red Zone with a blow-by-blow account of all missions. Standing out as one of the most varied, rewarding and sheer bloody rock hard warfare games on the Megadrive, we hope this Red Zone briefing is both enlightening and entertaining. NB. The guide represents the easiest way to complete the game — avoiding all unnecessary engagement.

MISSION ONE

A straig
island
travel
the
due
onto to collect the virus

MISSION TWO

Fly due north from the island, and you shouldn't encounter much hardware. Land at the bunker and select Shades. His grenade skills come in useful with all the sandbags in there. Stand in the doorway of the second room and lob a grenade in to clear the mines (A). In the computer room, take the explosives at the bottom of the room, then access the leftmost terminal. Now make a hasty exit. You'll have to plant explosives (button A and B together) at the doorway.



MISSION THREE

west of the bunker. It's quite well guarded by tanks, but a quick shake of cannon and rockets should sort them

hell is from the east. Take out the 'Hi-Ho' missile carriers before you

Position yourself at the foot of between the two planes. The carriers should 'attack' — the easiest quickly to get as many as you can. Then quickly search in STINGERS. When the appears, rotate the stinger to as fast fire as quickly as possible. You should now have control of the

Head south along the runway, runner to the southwest at the end. Flying due south should bring you past a welcome refuel, and away from the heavy hard

NE

MISSION FOUR

Grab fuel by going west. You may take a pounding, so return to the bunker to get the repair. Now go back to the power station and head north. Switch to HELLFIRES. Before you enter the fenced nightsloth to the docked submarine, you must eliminate the missile battery on the coast in front of it, and the three to the north of it, whose fire covers it all.

Approach them from the south east and fire immediately your sight locks on. DO NOT ENTER THE FLIGHT PATH IF YOUR TAIL IS DAMAGED as you need total control. The submarine has no defences, so ignore it until the missile batteries behind it are neutralised with

[redacted] do not [redacted] around [redacted] exiting the escape route.

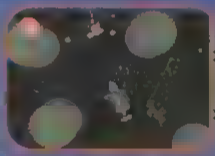
were lying to the southeast. Fly on to the coast, and then follow the coastline to the west, ignore the first bunker, and continue inland where your fifth mission serves as the second bunker. Switch to HELLFIRES. You need to circle the bunker, destroy the tanks and missile emplacements before you land. Oh. Use Hellfires as soon as they look as. When you land, select Recce.

[redacted] first passage has one guard and [redacted] ammunition. Go down the second passage and pull the switch. Go back up and left [redacted]

[redacted] guards on the platforms and a hint. Choose fire a rocket before your [redacted] the pass). Go all the way down (beware falling tiles) and take the final passage. [redacted] through the door, go right and jump up. After using the lift, go down to pull the switch. Before entering the train, walk right for extra health.

[redacted] in the missile room, there is health in the [redacted] right corner. A neat trick is to [redacted] a kneel at the guard in the right hand side of the room, just off centre. He can't get you, but the proximity-sensor in the chopper will fail from trying to shoot you. Use sprint in the centre of the room activates the missiles. Once primed, walk along the right missile track and take the side passage. Walk round to the turntable and set the self-destruct. On the way back, stand on one of the track supports to let the missile pass [redacted]

MISSION FIVE



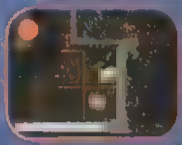
A headache and no mi[redacted] total! Fly north one slightly east so you reach the target island at the gap in the fence. Change to STINGERS. Turn left and follow the circular path, eliminat[redacted]

[redacted] stuff drains your energy (!). Get out before they detonate, as [redacted] waste anguish the room. Now proceed, torching all guards until you get to the ones behind sandbags. Return to the chopper. Tap the joypad, and the chopper will land again, allowing you to select Shade. Use his grenades on the two remaining guards, and plant explosives on the conveyor. Exit pronto.

[redacted] radar (as the intelligence report confusingly asserts) but the missiles themselves (!). They will emerge for launch individually, and you literally have seconds to use multiple rockets to send them to oblivion. This may [redacted] several attempts.

MISSION SIX

A relief after five. Replenish and head south to the contact. You will be asked to escort him overland. Follow the jeep directly from behind. HELLFIRES armed (K). Use your chaingun as necessary to [illegible] the nasties [illegible] the road. Keep your flight and get the nearby ammunition.



Select Mirage for the generator mission. Jump the first gap, and use grenade on the guard. Jump the second gap and pull the lever. Return to the central platform and go down. Shoot one of the contacts until the barrier is broken (L). Leave explosive next to the metallic tube.

Now go up and cross the mesh bridge, doing the same in chambers to the right and left. A pathway to the final generator (M) is now open. Plant explosives and leave. The prison gates should now be opened. Select Rocco for the mission. You should consult all prisoners, kill all guards and pull all switches before unlocking the President's chains. Push his bed towards the exit. One bridge is missing (N) — pull the lever in the bottom right hand cell to restore it. Well done.

MISSION SEVEN

Pressure. The jeep heads northwards, relying on you for cover. Use rockets first, and then hellfires as the first [illegible] thickens. Do not be tempted to abandon the jeep to finish off one attacker, [illegible] rockets and cannon as hosts attack from all sides. Bear in mind they are trying to ram your craft — one collision is enough.

MISSION EIGHT

From your landing position, fly east following the track of the road for minimal disturbance. Turn left at the junction and take out the tanks on the right hand side of the road and to the right of the bunker (F). Now you can land safely, select Rocco. Use a rocket between the sandbags on the first guard in the corner and pull the lever. The rest is easy, though do stop to play the Asteroids machine (Q). When you enter the final room, torch the first guard from the doorway, and make your way to the left-most terminal on the long desk (R). Enter 'IVAN' as ID, and 'DEATH' as code.

MISSION NINE

Fly straight down the drive to encounter the convoy, select STINGERS. It's essential to remove the choppers first (S). Then destroy the tank escort with CANNON — rockets run the risk of destroying the target vehicles. To make life easier, do not shoot the two armored jeeps — the convoy will continue to move and you'll be left until you shoot them, so let it get closer to the Sunergun before you eliminate them (T).

You will need to reload now, so go to the one hallway down the map, [illegible] east of the road. It's lightly defended and has the bonus of a nearby load of rocket to refill (U). Now lift the shell from the trucks (Down and C together) and carry them over the loading tube inside the [illegible] release (V).

Once all are loaded, land and operate the gun. You actually only need one hit — the important factor is Ivan's base to the West (W).

MISSION TEN

Fly to the base. Select Shades. The first part of the base has two parallel conveyors to negotiate (X). It is treacherous, frustrating and relies only partly on skill. Its perfect. Remember these principles: Run sideways to avoid barrels; only jump in a clear vertical area; only try to pass a claw when you have a free area; don't try to pass the claws when they are level. One method is to wait until both claws have come to the end of their tracks and are moving away from you. Follow them up the conveyor slowly, waiting for a decent gap to skip past.

Once past, operate the switch in the next room, jump towards the crate and land [illegible] You are hemmed across [illegible] the crate, always jump towards it from the right, never from top or bottom. When you get to the second conveyor, pull the switch, take the underground passage and repeat the procedure.

On the second platform a bridge has appeared. Operate the [illegible] area in the next room (Z). Go back and cross the floor to reach the locked door in the bottom centre of the chamber. Plant explosives, dispose of the [illegible] chamber guards, then face Ivan in a tricky climax of reflexes. Good work, soldier.

43.99 MD · 19.99 MD · 36.99 MD · 36.99 MD · 39.99 MD · 36.99 MD · 35.99 MD

24.99 GG · 29.99 GG · ALADDIN 24.99 GG · SONIC 2 12.99 GG · COLUMNS 9.99 GG · MORTAL KOMBAT 2 28.99 GG · DESERT STRIKE 17.99 GG · SENSIBLE SOCCER 23.99 GG

MEGADRIVE GAMES
OFFICIAL UK PRODUCTS

DUNE 2 BATTLE OF ARRAKIS	39.99
EARTHWORM JIM	42.99
FIFA INTERNATIONAL SOCCER 95	38.99
JUNGLE STRIKE	36.99
JURASSIC PARK - RAMPAGE EDITION	35.99
MICRO MACHINES	36.99
MORTAL KOMBAT 2	43.99
NBA LIVE 95	
PGA EUROPEAN TOUR	29.99
PITFALL - THE MAYAN ADVENTURE	
ROAD RASH	
SENNA SUPER MONACO	
SHINING FORCE 2	39.99
SONIC & KNUCKLES	39.99
SUPER MONACO GP	
URBAN STRIKE	35.99
ZERO TOLERANCE	

MEGA CD GAMES

BATTLECORPS	36.99
FIFA SOCCER CHAMPIONSHIP EDITION	34.99
PITFALL - THE MAYAN ADVENTURE	
REBEL ASSAULT	

GAME GEAR GAMES

ALADDIN	
COLUMNS	
DESERT STRIKE	
FIFA SOCCER	29.99
EMMINGS	30.99
MORTAL KOMBAT 2	28.99
PGA GOLF TOUR	
RISE OF THE ROBOTS	
SONIC	
SONIC TRIPLE TROUBLE	24.99
SUPER MONACO GP	
ZOOL 2 - ESCAPE FROM MARS	

MEGADRIVE DEALS
MEGADRIVE 2 SHOWN

MEGADRIVE 1 WITH SIX GAMES AND 2 SEGA CONTROL PADS 88.00

MEGADRIVE 2 WITH SIX GAMES AND 2 SEGA CONTROL PADS 96.00

SIX GAMES: REVENGE OF SHINOBI, GOLDEN AXE, SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE

MEGADRIVE 1 WITH SONIC 2	88.00
MEGADRIVE 2 WITH SONIC 2	98.00
MEGADRIVE 2 WITH SONIC 3	22.00
MEGADRIVE 2 WITH LION KING	108.00
MEGADRIVE 2 WITH VIRTUA RACING	

• • • VERY SPECIAL PLUS PACKS • • •

PLUS SIX GAME PACK 4.99

GAME GEAR DEALS
GAME GEAR PLUS CARRY CASE WITH SONIC 2 & FOUR FREE GAMES
COLUMNS, CHAMPIONSHIP TENNIS

	95.99
GAME GEAR + CASE WITH LION KING AND SUPER MONACO G P	99.99
GAME GEAR + CASE WITH SONIC 1 & FOUR FREE GAMES	89.99
GAME GEAR + CASE WITH COLUMNS AND SUPER MONACO G P	76.99
MAINS ADAPTOR FOR GAME GEAR	8.99
BLACK CARRY BAG	8.99
LOGIC 3 GAME GEAR DELUXE PROTECTOR	
LOGIC 3 RECHARGABLE BATTERY PACK	
	4.99
SEGA CAR ADAPTOR FOR GAME GEAR	14.99

ALL MEGA CD AND MULTIMEGA PACKS INCLUDE 8 GAMES

MEGA CD 1 WITH TOMCAT ALLEY AND 8 GAMES	179.99
MEGA CD 1 WITH FIFA SOCCER AND 8 GAMES	184.99
MEGA CD 2 WITH TOMCAT ALLEY AND 8 GAMES	179.99
MEGA CD 2 WITH FIFA SOCCER AND 8 GAMES	184.99

NEW MULTIMEGA DEALS

MULTIMEGA IS A SMALL, PORTABLE CONSOLE WITH A COMBINED MEGADRIVE AND MEGA CD

MULTIMEGA WITH TOMCAT ALLEY AND 8 GAMES AS ABOVE 289.99

MULTIMEGA WITH FIFA SOCCER AND 8 GAMES AS ABOVE

SEGA 32X EXPANSION MODULE FOR MEGADRIVE 29.99

CUDDLY TOYS

ALL OUR SCART TV's COME WITH A FREE SCART LEAD

SONY KVM1400 14" FST TELEVISION MONITOR

SONY TV GREY	94.99
SONY TV WHITE	94.99
SONY TV TELETEXT	244.99
SHARP MONITOR	
	74.99
SCART LEAD - MEGADRIVE TO SCART TV (STATE MEGADRIVE 1 OR 2)	9.99

SPECIAL RESERVE
HEAVY discounts
HUGE range

0279 600204

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at amazingly discounted prices. Order by post or by phone or come to one of the Special Reserve

OPEN 10am to 8pm **CLUB SHOPS** 7 DAYS A WEEK

43 Broomfield Rd **CHELMSFORD**

The Maltings **SAWBRIDGEWORTH**

Over 200,000 people have joined Special Reserve

AMIGA CD32 CRITICAL ZONE PACK 220.00

PROJECT X, ULTIMATE BODY BLOWS, OSCAR AND DIGGERS

PANASONIC 3DO + TOTAL ECLIPSE 385.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

our 48-page Colour Club Magazine bi-monthly

MEMBERSHIP FEES	UK	EC	WORLD
SIX MONTHS TRIAL	4.00	[illegible]	7.00
ONE YEAR	7.00	9.00	11.00

Credit Card Sales 0279 600204 10am to 8pm Daily

Name & Address

Postcode

Machine

1st Class Post 40p per posted item or £10 overnight hardware

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa

Cheques payable to: **SPECIAL RESERVE at**

P.O. BOX 847, HARLOW, CM21 9PH

WE HAVE WHAT IT TAKES TO BUILD A GREAT PC · **DIY PC** · PRICES INCLUDE VAT AND CARRIAGE

486DX2/66 4/0 TOWER BASE UNIT	...679.99
+ MICROSOFT DOS 6.2 AND WINDOWS 3.11	...89.99
4 MB RAM EXPANSION FOR PC	...129.99
MOUSE FOR PC 290-2900 DPI	...10.99
SOUND CARDS FROM JUST	...29.99

He's Out to Rescue His bird.

EARTHWORM JIM

Playmates Interactive Entertainment

Shiny Entertainment

Virgin

MEGA DRIVE

Earthworm Jim™ ©1994 Shiny Entertainment Inc™

TH LION

1 PLAYERS

PLATFORM

TBA

VARIOUS

NOVEMBER

CONTROL: JOY PAD
CONTINUES:EARNED IN GAME
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
LIVES

SILVA HOME: [illegible]

Elements from past platform games embellished with superb Disney animation.

GAME AIM:

Traverse the platform levels, battle with the evil hyenas and defeating end-of-level bosses.

Here comes this winter's top Disney cartoon offering - The Lion King. Just like Aladdin before it, [illegible] has been a huge success in America, [illegible] as do incredibly well in the UK — and has been translated over to the Megadrive in the form of a platform game.

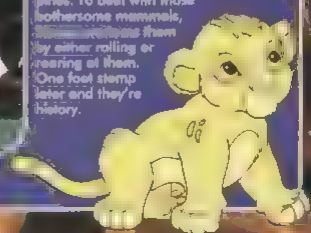
You adopt the mantle of Simba the lion cub, whose parents are killed by the jealous, power-crazed feline known as Scar. It's your task to patrol the eight-way-scrolling platform levels eating bugs, battling the local wildlife and generally trying to...

...on to the next, more difficult stage. Punctuating the gameplay are two bonus sections based on the knockabout antics of [illegible] friends [illegible] Pumba. The first stage sees Timon dropping bugs and Pumba eating 'em up. The second stage is a scrolling level with Timon eating nice bugs and avoiding the nasty flies and beetles.

But that's not all, there is to this game. No sir. Read on...

YOUNG SIMBA

...is quite a young [illegible] cub who does battle with the evil denizens of his kingdom. He's mastered the mystical art of the Super Mario foot stomp, which works on just about everything. Apart from porcupines. To deal with those bothersome mammals, [illegible] them by either rolling or [illegible] at them. One foot stomp later and they're history.



E

KING

RETURN OF THE LION KING

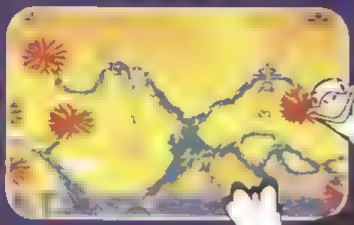
The last time [illegible] of Simba [illegible] technique [illegible] sleaches, a [illegible] all, a superbly animated [illegible] hyenas and jaguars in one fell swoop.

STAMPEDE!

The fourth level of The Lion King is a graphically stunning 3D stampede section. [illegible] Simba in a canyon and scared the out of some nearby bison. In the ensuing stampede, it's up to you to guide Simba between the rampaging cuent- whilst leaping heroically over the rather [illegible] you usually find in canyons. Anyway, it's great — definitely the high point of the game for sheer graphical brilliance.

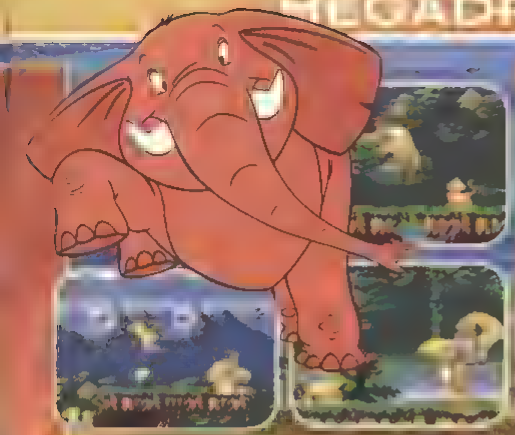
LOGIC PUZZLES TOO!

The second level of The Lion King proves to be quite difficult. Similar to the previous level, you have to use the jungle trees by a branch to swing across to the next monkeys. Yes, it's logic puzzle time! You need to get to the end of the level by moving at specific monkeys in order to make them throw you in different directions. It's really quite difficult actually, unless you're Commander Data out of Star Trek. Still, it adds to the challenge factor, which can't be bad.



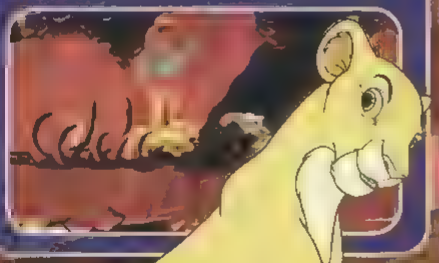
△ *Set to take an infamous place in game lore: The Lion King Puzzle!*

COMMENT



JUMPING THEM WHEN THEY'RE TIRED

Bigger opponents in the game — bosses and [illegible] pile — require special techniques to [illegible] and the Pride Lands. Here [illegible] to sort them out in one-on-one combat.



COMMENT

...easy and ...limited, it's ...nice to see ...

STEVE

...have toughened it up a little and added a host of stunning sub-games. Lion King is a traditional Virgin platformer, but adds to the basic ...closer to the plot with new additions to the traditional platform basis. The stampede level, for example, is nothing short of stunning, with the bison lagging it towards Simba in fluid 3D, and adding a frenetic pace ...his way up ledges, bouncing on some needles or reeling or clawing others. The animation is top-notch throughout, with the hyenas deserving special praise, and the extended number of moves ...capsum a slightly different game. Younger players may struggle to solve the second stage's monkey puzzle, but perseverance brings its own rewards and it ensures the game will be no walk-over. The Lion King is by far a superior game to The Jungle ...love its graphical elegance whilst games players will be entertained by its learning curve. By no means a classic, but entertaining and worth a look nevertheless.

GRAPHICS

93

Stunning. Varied in colour and backdrops, with scenes [illegible] recognisable from the film. Extra variety courtesy of the sub-games, too.

SOUND

90

Digitised speech taken from the film, and Megadrive recreations of its many tunes. Utterbliss for your Megadrive? Yep.

PLAYABILITY

86

Familiar stuff so easy to pick up. Simba is one of the most controllable sprites to date, with extra controls added on his path to adulthood.

LASTABILITY

87

From the elephant graveyard onwards, things start to get suitably tough.

VFM

87

THE LION KING is going to be costly, but there's a lot in here for your cash.

OVERALL

87

The most varied Disney licence to date. Flawed, but incredible to look at and more than playable.

WOL

Wolverine is the spirit of the hunter. The mysterious operative who came to the attention of Canadian military authorities had no history, no background and some incredible powers that made him more than human. The 'Weapon X' of Canada's secret project, Major Logan's abilities were further enhanced in by lifesaving surgery after a hunting accident, when an experimental Adamantium alloy skeleton was grafted onto his body, sometime in the Mid-1960s.

His built-in armoury has left him the proudest and most remote of the X-Men team. So, when he receives a warning from Professor Xavier and offers of help from his associates, he is loathe to accept. They fear he may be walking into a trap engineered by Shinobi Shaw, a deadly ninja enemy capable of morphing and penetrating solid objects. But Wolverine's animal spirit drives him into this confrontation alone.

BRAND X

Wolverine has starred for years in Marvel Comics' Uncanny X-Men' series though originally he appeared in an adventure of the Incredible Hulk. His slow aging (linked to his mutant healing power) has seen him active across a large time scale. Currently his associates are Gambit, Storm and Cyclops.

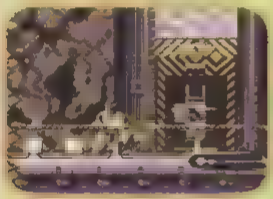
THROWING SHAPES

Wolverine has been given a bundle of combat moves with which to confront the enemy and better progress is made by stringing a wicked flurry of blows together. Depending on where you hit your target different amounts of damage are inflicted. Sample the range of bone breaking tactics.

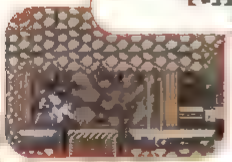
VERINE

APPLY SOME SAVVY

Wolverine's extraordinary healing ability allows him to recover energy rapidly. His percentage bar allows him to take a fair licking before expiring, and if that wasn't enough, there are first aid kits carelessly lying around every level



Curses, who left those Red Cross relief supplies in his grasp!



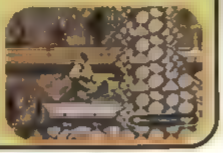
PACK HUNTING

Eleven of Wolverine's least-favourite associates appear throughout the game in a bid to serve the wolfman as spare ribs Files on each foe, with stats and biographical background may be accessed from the options screen

BABY DOLL

Wolverine is doggedly pursued by Elsie-Dee (LCD), a nasty little cyborg formed as a little girl. If she catches Wolverine on a level she'll detonate one of his arms (effectively putting a time limit on proceedings). Monitor her progress in the bottom right of the screen.

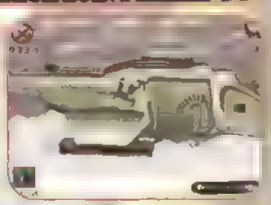
SUPER LEVER BROS.



Escaping the first labyrinthine level of the lab involves some nifty lever and lift work. A series of hoists must be triggered to reach out of the way exits. Some doors are electrically charged and should be approached with caution.

SNOW JOKE

Part of his frosty reception in the icy wastes, Wolverine faces attack from the air in helicopter form. Disabling the machine in parts brings it crashing to the ground.



Wolfy joins the Swiss Family Robinson. Let's make a log table!

DIG IN

The grip afforded by his claws allows Wolverine to climb sheer rock faces and tree bark by swiping at them in mid-air. Also a double spin allows him to travel higher and farther than a normal jump.

COMMENT

Acclaim have done well to [illegible] of Marvel characters in their games. The first level is particularly excellent, but there's a lot of variation in the quality of [illegible] Graphically there's a lot to commend in both backdrops and animation, though the enemy characters don't come across as distinctly as the excellent Wolverine sprite. Wolverine's real success is getting platform and sword 'em up, and putting a fair amount of pressure on the player into the bargain. A better Marvel translation than the likes of US Gold's Hulk.

COMMENT

Too often Marvel's heroes become [illegible] a breath of fresh air after such dire releases as Maximum Carnage and Superman. The Wolverine sprite is extremely close to his comic book cousin's, and features all the moves the lupine hero uses. Although the action is set within the expected platform-fodder domain, it cleverly mixes the puzzle and beat-'em-up genres to create a game both deeper and more [illegible] than its rivals. Acclaim have really come up with the goods with Wolverine, and Marvel fans should team up with the claw-swiping hero as soon as they can.

GRAPHICS

88

▲ Brilliant Wolverine sprite, crisp backgrounds and stylish storyboard inserts.

▼ Some of the enemies look poor, and a few of the boss characters are indistinct.

[illegible]

82

▲ Ominous, moody music, which can set the pace on some levels.

PLAYABILITY

89

▲ Puzzle-platform [illegible] you through your way across the levels.

LASTABILITY

86

Highly enjoyable to play, and sometimes [illegible]

▲ The password system relieves you of most of the pressure of completing the game.

VFM

86

▲ Compares well to the previous X-Men games, perhaps [illegible]

OVERALL

89

Almost as sharp and tough as an Adamantium claw. Wolverine is worthy of any Mutantmaster or comic fan's time and money.

POWER
RECHARGEABLE BATTERY PACK
COMPLETE WITH MAINS ADAPTOR FOR GAMEGEAR
SCREEN MAGNIFIER
2.5 X MAGNIFICATION FOR GAMEGEAR
THE RANGE OF VIDEO GAME ACCESSORIES.
NOW AT A GAMES STOCKIST NEAR YOU!

1 PLAYERS

PLATFORM

PRICE £39.95

BY KONAMI

RELEASE NOVEMBER

OPTIONS

CONTROL: JOY PAD

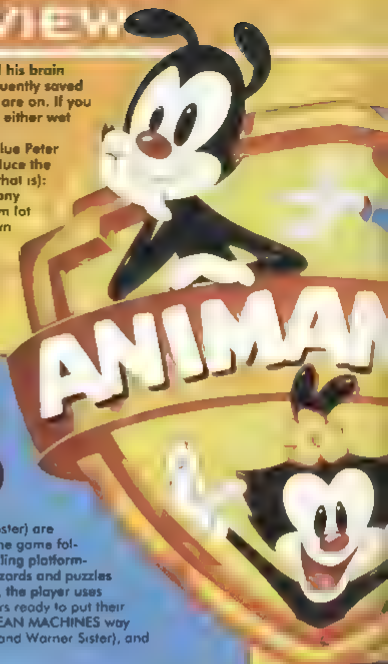
GAME DIFFICULTY: AVERAGE

GAME AIM

Collect five props with which to open a shop, believe it or not...

It's Saturday morning. Since 7:30 Joe 90 has had his brain implanted with the ability to gut fish and consequently saved the world, and assorted crap Disney programmes are on. If you are up this early, it is also apparent that you have either wet the bed or are kind of watching it whilst dozing. .

Come 10 30, though, Pat Sharp, that bird off Blue Peter and would-be Philip Schofield, Andy Crane, introduce the highlight of the morning (until 'The Littlest Hobo' that is): Animaniacs. An umbrella title for the cartoon's many stars, Animaniacs is set within the Warner Bros film lot where the main heroes —a troublesome trio known as the Warner Bros (and Warner Sister) constantly evade capture whilst tinkering with history, films or well, anything that can be wrangled into the plot, really. Each episode features a number of co-stars, all of whom make similar cameo appearances in Konami's new platform fest.



WE'RE THE WARNER BROTHERS (AND THE WARNER SISTER DOT)

As in the cartoon, the Warner Bros (and Warner Sister) are inseparable and Konami's coders have ensured the game follows suit. The five movie sets are made up of scrolling platform-laden stages, each of which contain a series of hazards and puzzles. However, in order to bypass the various problems, the player uses the C button to switch between the three characters ready to put their special skills to use. And, in the time-honoured MEAN MACHINES way we're going to introduce you to the Warner Bros (and Warner Sister), and [illegible] many skills.

The leader of the three, and a master of using two paddle-balls (a table tennis bat with an elasticated ball, ask yer Mums) at once - which is of absolutely no use at all. Good at pushing and pulling objects, though.

The Warner Sister. The soppiest female since Natalie off Eastenders. We all knew that girls can't climb trees or fight, but Dot's main weapon is a blown kiss which leaves her victim in a mushy state. Tsk.

Wears baloney in his slacks, apparently. Hmmm. Fond of eating, and owner of a rather large comedy hammer which is handy for smashing obstacles, pressing buttons and creating sparks.

QUIET ON THE SET

1

Riding the rapids dog [illegible] cannonballs. All this for a fat hat.

3.

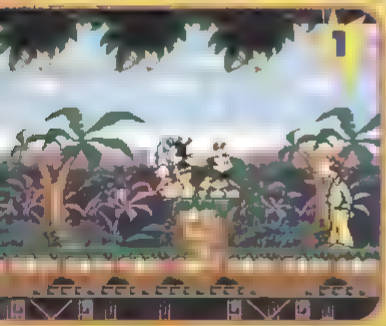
Whilst can-can dancing Hippos rock the foun- [illegible] bouncing barrels, a lasso-swirling security guard, and more cowboys than a plumber's phonebook. Their quest ends when they battle the level boss for a sheriff's badge.

2

based on YaKko's favourite sci-fi epic our heroes ride rockets, avoid lasers and battle against all the usual men in rubber suits in search of a heroic droid's helmet.

4

Wakko's old Draughts partner, Death, introduces this level as the Warner kin search for a horror legend's hockey mask. Amidst the grisly ghouls, though, awaits a heart-warming reconciliation between a boy and his dog.



A boy and his dog, three gravestones, four battles, one...

It's the Warner studio lot, and rather a lot of it.

WE'RE ANY TO THE MAX

Most of the cartoon heroes from Animaniacs appear during the game at some point, so here's a guide for all you Yakko fans as to who's who and where you'll meet them

[illegible]
Two mice. One with the brain the size of a planet, the other completely dim. Both bent on world domination, and both found mooching around the game's first boss screen

[illegible]
Appears every level using lassoes, riding crocs or whatever it takes to corner the Warner Bros (and Warner Sister)

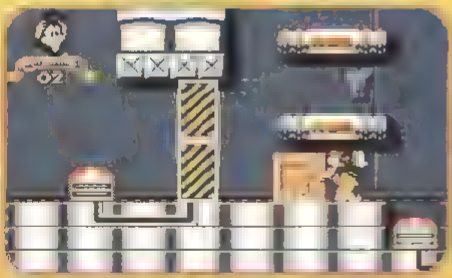
[illegible]
Mad scientist, and suitably reduced to a tiny cameo appearance

[illegible]
Without his Goodfeathers cronies Bobby, Pesto and Squit but can often be found hogging moving platforms, meaning our heroes can't budge him. Not without a little feminine persuasion, anyway

[illegible]
Another minor cameo star — found looking tearful during the warm up level

[illegible]
Buttons is a loyal hound, whilst Mindy is his young female companion. Throughout the game, the duo are constantly separated, leaving the player to reunite them. A lot

Rita is a sultry cat whilst Runt is a love-struck pooch constantly shunned by his feline pal. Runt makes his first appearance in the warm-up level (blocking an exit naturally), whilst Rita appears much later



COMMENT

STEVE

[illegible] taken the time shred their [illegible]

COMMENT

GUS

GRAPHICS

87

A [illegible] but [illegible] and backgrounds and a [illegible] straight out of the cartoon.

[illegible]

82

The [illegible] recreated in all its glory, and a series of catchy tunes and manic effects accompany the levels.

PLAYABILITY

89

A Polished [illegible] — and as playable as any [illegible]. Switching between the three characters is simple enough, and the controls are min-

LASTABILITY

82

A The levels are large, and get very tricky later in the game.

▼ The passwords aren't that hard, and a password system means you'll obtain through it fairly quickly.

[illegible]

86

A A pretty much standard price for an [illegible]

OVERALL

87

Captures the manic feel of the cartoon perfectly, and is every bit as playable as past Konami platformers. One of the better licences we've seen.

SAVE AT GAMEPLAY THIS CHRISTMAS!!

MEGADRIVE

Addams Family
Aladdin
Asterix
Andretti Racing
Animal Rumble
Back to the Future 3 Battle
Bally
Barkley Shut Up and Jam
Bubsy 2
Caliber 50
Chuck Rock 2
Cool Spot
Corporation
Cosmic Spacehead
Dave Fig Tennis
Dino Dini's Soccer
Double Dragon 5
Dragon
Dragons Revenge
Dune
Dynamite Headdy
Ecco The Dolphin
Ecco 2
Elemental Master
Evander Holyfield
Fantastic Dizzy
Flashback
Formula 1
Gauntlet 4
Global Gladiators
Gunstar Heroes
Home Alone
Incredible Hulk
Indiana Jones 3
Jimmy White's Snooker
Joe Montana 3
John Madden 94
Jungle Book
Kawasaki Superbikes
Krusty's Fun House
Lemmings
Lemmings 2
Mega Drive Mouse (+ Cat Invaders)
Mega Lo Mania
Mega Turrican
Lost Vikings
Mercs
Mickey Mouse
Micro Machines
Mortal Kombat
Mortal Kombat 2
Ninja Gaiden
Outrun Europa
Pacmania
Pete Sampras Tennis
PGA Tour Golf 2
Pirates
Ren & Stimpy
Road Rash 2
Robocod
Robocop 3
Shinobi 3
Sonic Hedgehog
Sonic 2
Sonic 3
Soccer Kid
Speedball 2
Splatterhouse 2
Streets of Rage
Streets of Rage 2
Streets of Rage 3
Strider
Super Hang On
Super Kick Off
Super Monaco GP
Super Monaco GP 2
Super Off Road
Super Space Invaders
Super Thunderblade
Sword of Sodan
Syndicate
Taz-Mania
Team USA Basketball
Tecmo World Cup Soccer
Terminator
Terminator 2 Arcade
Thunderforce 4
Tiny Toons
Toe Jam & Earl
Toe Jam & Earl 2
Turbo Outrun
Turrican
Two Crude Dudes
Virtual Racing
Virtua Racing
Wimbledon
Winter Olympics
WWF Royal Rumble
WWF Wrestlemania
Zombies
Zool
Zool Ice and Water
Zool 2
World Class Leaderboard

MEGADRIVE

Asterix Secret Mission
Ecco The Dolphin
Mickey Mouse 2
Mortal Kombat
Outrun Europa
Predator 2
Sensible Soccer
Streets of Rage 3
Super Kick Off
Super Monaco GP 2
Taz-Mania
Terminator 2 Arcade
Toe Jam & Earl 2
Virtua Racing
Winter Olympics
WWF Royal Rumble
Zool 2

MEGADRIVE

Batman Returns
Dracula Unleashed
Ecco The Dolphin
Lethal Enforcers
Mortal Kombat
Sensible Soccer
Streets of Rage 3
Super Kick Off
Super Monaco GP 2
Taz-Mania
Terminator 2 Arcade
Toe Jam & Earl 2
Virtua Racing
Winter Olympics
WWF Royal Rumble
Zool 2

Special Offer!

32X £130

3DO £380

Both for a limited time only - please ring for software

MEGADRIVE

Megadrive & Flashback
Megadrive & Mega Games 1&2
Megadrive & Street Fighter 2
Megadrive 2 & Fifa Soccer
Mega Games 1 & Aladdin
Megadrive 2 & Sonic
Megadrive 2 & Desert Strike
Megadrive 2 & Flashback
Megadrive 2 & Lethal Enforcers
Megadrive 2 & Sonic 3
Megadrive 2 & Super Kick Off
Megadrive 2 & Virtua Racing
Megadrive 2 & Winter Olympics
Megadrive 2 & Zool
Megadrive 2 & Mega Games 1&2
Megadrive 2 & Mega Games 1&2 & Sonic
Megadrive 2 & Mega Games 1&2 & Sonic 3
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania & Terminator 2 Arcade
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania & Terminator 2 Arcade & Toe Jam & Earl 2
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania & Terminator 2 Arcade & Toe Jam & Earl 2 & Virtua Racing
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania & Terminator 2 Arcade & Toe Jam & Earl 2 & Virtua Racing & Winter Olympics
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania & Terminator 2 Arcade & Toe Jam & Earl 2 & Virtua Racing & Winter Olympics & WWF Royal Rumble
Megadrive 2 & Mega Games 1&2 & Sonic 3 & Streets of Rage 3 & Super Kick Off & Super Monaco GP 2 & Taz-Mania & Terminator 2 Arcade & Toe Jam & Earl 2 & Virtua Racing & Winter Olympics & WWF Royal Rumble & Zool 2
Megadrive & Sonic
Megadrive & Sonic & Jammin Can
Game Boy & Tetris
Game Boy & James
Mega System 3 & Kidd & Sonic

SEGA MULTIMEGA PORTABLE MEGA CD AND MEGADRIVE PLAYS ALL MEGADRIVE OR MEGA CD GAMES. CAN ALSO BE USED AS A PORTABLE CD PLAYER. SPECIAL OFFER (LIMITED TIME) £320.99

MEGA CD

Batman Returns
Bram Stoker's Dracula
Chuck Rock 2
Dracula Unleashed
Ecco The Dolphin
Final Fight
Formula 1
Heimdall
Jaguar XJ220
Lethal Enforcers
Mickey Mouse
Night Trap
Prince of Persia
Road Avenger
Sensible Soccer
Silpheed
Sonic The Hedgehog
Soul Star
Thunderhawk
Time Gal
Wolfchild
Wonderdog
Wonder Boy 3
World Cup Golf

0924 473157
SALES HOTLINE
OPEN SEVEN DAYS A WEEK

NO MEMBERSHIP FEE

WE PROVIDE ONEOF THE FASTEST DELIVERY SERVICES AROUND. TRY US AND SEE

ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE

ALL ITEMS LISTED ARE NORMALLY IN STOCK AND ARE DESPATCHED THE SAME DAY WHENEVER POSSIBLE

ALL GOODS ARE FULLY GUARANTEED IF AN ITEM DOESN'T WORK AS IT SHOULD WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU

99.9 % OF ITEMS ARE AVAILABLE IF YOU CAN'T SEE THE ITEM YOU WANT PLEASE RING AS STOCK ARRIVES DAILY. GAMES AVAILABLE FOR ALL TYPES OF GAMES MACHINES

ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE

ACCESSORIES

Arcade Power Stick
Arcade Power Stick Pro
Control Pad
Control Pad Extension Lead
Control Pad Pro
Control Pad Pro 6 Button
Control Stick
Control Stick Pro
Game Genie
Game Killer
Infra Red Control Pad
Infra Red Control Pad 6 Button
Mega Mouse
Multi Terminal
Quickjoy Megaboard
Quickjoy Superboard
Quickjoy Topstar
Quickshot Warrior 5
Scart Lead
Sega Control Pad
Sega Control Pad 6 Button
Sega Joystick
Speedking
Speedking Pro
Steering Wheel
Super Advantage
Super Pro Pad
Turbo Pad
Turbo Stick
Turbo Touch 360
Virtua Grip
2 Way Adaptor
4 Way Adaptor

CUT OUT THIS ORDER FORM TODAY AND POST TO GAMEPLAY, FREEPOST LS5924, BATLEY, W YORKS WF17 7BR

ITEM	PRICE
	£
	£
	£
	£
P&P	£
TOTAL	£

NAME

ADDRESS

POSTCODE

TEL _____ MACHINE _____

SIGNATURE

CASH ☐ CHEQUE ☐ P/O ☐ CARD ☐

Please add £1 for P&P per game, £5 per console. Postage is free if ordering more than one game

BANK CARD NUMBER

EXPIRY DATE

CHEQUES PAYABLE TO 'GAMEPLAY' PRICES CORRECT AT TIME OF GOING TO PRESS E&OE MM12

LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10.30-4PM SUN. ANSWERPHONE ALL OTHER TIMES

ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH. PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION

NEXT DAY DELIVERY AVAILABLE PLEASE ENQUIRE

PLAYERS

ADVENTURE

PRICE TBA

BY SEGA

RELEASE JANUARY

CONTROL: JOY PAD
CONTINUES:
BATTERY SAVE (4 PLACES)
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

REACH BURN DAISY

Soleil is in the mould of arcade/adventures rarely seen on the Megadrive, but resembling the Zelda series on Nintendo.

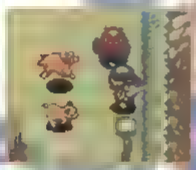
ORIGINALITY

GAME ARK

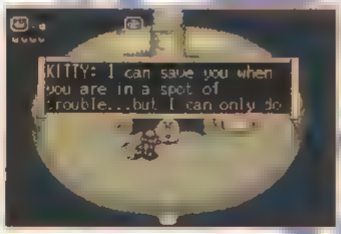
Defend the town of Soleil from the re-emergence of the enemies of darkness, with the aid of your animal friends and trusty sword.

Go back. Back beyond the history books, back even beyond the hazy tales that bards put into ale-house songs. In the unrecorded times, at the dawning of the light and the creation of Soleil, the land belonged to other forces. Too hideous to properly conceive, good people know them only as 'monsters'. They were incomprehensibly evil and chaotic, and legion across the benighted earth. Then came the genesis of all things, and the first thing was the light. And evil evaporated in the light, so that good generations of folk like you would be born, and be happy in the world they named after light. Soleil.

But monsters were not completely destroyed. They found crevasses, nooks and cob-webbed crannies, in underground caverns, sombre forests and the fearful recesses of men's minds. Within the many shades of blackness came the glint of yellow eyes, looking for any sign of fading in the light. That fading has come and you are the hero with the task of its restoration.



Nice beaver! Thanks, I had it stuffed...



PETS MEAN PROFIT

Animal magic is an inherent part of Soleil. Soon you discover how to communicate with all other life-forms, although this inconveniently leaves you incomprehensible to humans. Many of these may be hired or persuaded to join you in your quest. The animals go to a little cell on your inventory screen. You may trail any five of your menagerie around behind you, using their powers — eg. the penguin makes your sword freeze things, the squirrel makes your sword rebound off walls. Some animals, like the cat, do not increase your powers, but have a single use.

EMPIRE OF THE SUN

...als take you back to the large

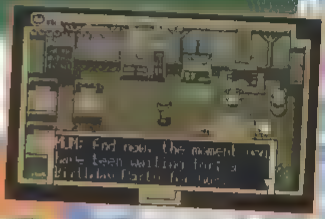
...an important object or some

Dear Tails, Getting loads of sun, but the food's terrible. Wish you were here, luv Sonic.

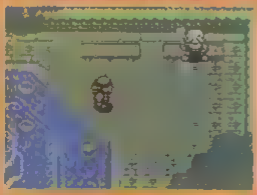
Soleil

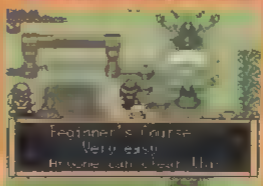
RUN TO THE SUN

explored areas



Well this is some party. Where's the strippogram?





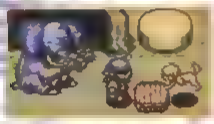
COMMENT

There never has been a Zelda-style game for the Megadrive unless you count the isometric gem, Landstalker. Soleil is even closer to the ideal than that, and I've loved just about every minute of it. It's a massive, absorbing game with some wonderful graphics and animation. So much thought has gone into the creation of Soleil, you get a great satisfaction working out the teasers set for you. The plot takes a while to get rolling, and for the first couple of hours, you may not think your playing anything special, but as you get into the characters and gameplay, you won't look back. But slackers should be warned of some obligatory head-scratching on the puzzles, and some equally tricky arcade sections. However, there are enough neat rewards along the way to keep any hero heartened. Made all the more desirable by its unique position on the Megadrive.

Soleil

You know someone with black hair...

This is worm country, boy.



SOLAR PERPLEXUS

Soleil is a [illegible] game [illegible] all mystery [illegible] objects and [illegible] needs to [illegible] ers to [illegible] turned to [illegible] and different types have [illegible] structed as mazes, and some bosses, like the two [illegible] logic to vanquish.

COMMENT

For me, Zelda was (and still is) the pinnacle of programming on the SNES. The unique style of both RPG, action, puzzler, and adventure set over an epic of a storyline was something to really get your teeth stuck into. And it is only right that Megadrive owners should have their fair share of the fun. Even though Soleil bears more than a passing resemblance to Zelda, the game is by no means a clone I was particularly impressed by the fluid movement of the main sprite, making both exploring and fighting simple and clean But the training sessions, admittedly a smart idea to get the ball rolling, are a bit of a hindrance as they do tend to drag when all you want to do is get stuck into the monsters and puzzles. This aside, Soleil is an extremely unique product on the the Megadrive and an absolutely essential purchase for anyone even vaguely into the weird and mystical world of RPGs

GRAPHICS 93

▲ Fabulous use of colour, and the central character looks lovely. Amazing variety and attention to detail, like the footprints left in the sand.

SOUND 82

▲ The music changes constantly to suit the location. ▼ The sound effects are really not more than average.

PLAYABILITY 92

▲ A great mixture of adventuring and arcade gameplay, that has no peer on the format. A feeling of depth to the whole game. ▼ Takes a while to grow on you.

LASTABILITY 91

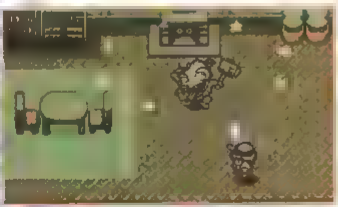
▲ [illegible] game, and it's a certainty you'll play through to the end. Happily, it's not a walkover, either.

VFM 90

▲ This game is unlike anything else in your Megadrive collection, which is recommendation enough.

OVERALL 92

This year's lavish arcade adventure that frankly demands purchasing. Universal gameplay appeal and highly attractive presentation.



The first boss, and someone's watching from the fireplace

At this point you are Slimy, the boy monster. Ahem.

MEGGA GAMES

SERVICE & REPAIR CENTRE

213A Belsize Road, London NW6, (Nr Kilburn Pk Tube)
Imports: Saturn * Sony Playstation * 32 x Add on

YOUR SATISFACTION IS OUR SUCCESS

	NEW	USED			
[illegible]	34.99	28.00	NBA Jam	[illegible]	
[illegible]	14.99	10.00	NBA Live '95	[illegible]	
[illegible]	19.99	15.00	NHLPA '95	[illegible]	
[illegible] 'n' Box	28.99	28.00	Pete' II	34.99	
[illegible] (special Offer)	24.99	24.99	PGA European Golf (S.O)	29.99	
[illegible]	38.99		Populous	32.99	25.00
Castlevania	34.99		PGA	34.99	-
Chaos Engine	38.99	25.00	Robo to Rescue	19.99	15.00
Columns II	49.99		Sampras Tennis	38.99	-
Deep Space 9	64.00		Sensible Soccer Int	38.99	-
Desert Strike	29.99	18.00	Shadow Run	49.99	-
Dynamite headY	44.99		Shining in the Darkness	44.99	34.00
Dragon Ball	49.99		Side Pocket	34.99	24.00
Dune II RPG	49.99		Skitchin' Special Offer	18.99	14.99
Earthworm Jim	39.99		Sonic V's Knuckles	CALL	-
Ecco II	44.99		Sylvester & Tweety	37.99	-
F1 (Indycar)	49.99		Sonic Spinball S.O	29.99	22.99
F1 Racing	37.99	28.00	Shining Force	49.99	-
Fatal Fury II	49.99		Shining Force	54.99	-
FIFA '95	38.99		Star Trek (Next Gen	49.99	-
Flashback (Special Offer)	29.99	24.00	Samurai Showdown	59.99	-
Gunstar Heroes (S.O	24.99	18.00	Streets of Rage	39.99	34.00
Jungle Book	38.00		Super Street Fighter		
Jungle Strike (S.O)	29.99	25.00	"New Challenge"	44.99	30.00
Kick Off 3	CALL		Tiny Toons Adventure	44.99	-
Land Stalker	54.99	35.00	Urban Strike	38.99	30.00
Lost Vikings	49.99		Virtual Racing	49.99	35.00
Lion Kings	54.99		World Cup USA '94	38.99	-
Lemmings II	44.99	32.00	World Heroes 2	54.99	-
Mario Andretti Racing	39.99		Zero Tolerance	39.99	-
Marko's Magic Football	38.99	30.00			
Mega Bomberman	38.99				
[illegible]machines II	39.99				
[illegible] Kombat	34.99	25.00			
[illegible] Kombat II New Price	39.99	35.00			
[illegible]	24.99	18.00			
[illegible]	49.99	-			

IMPORTS CD'S
Dragons Lair*Dragons Lair*Eye of the Beholder
F1 Racing*Return of the Jedi*Monkey Island
Heimdall* Mega Race*Little Big
Shadow of Atlantis*Iron Helix
ProCDX £34.99*Out of this World
Heart of Alien*Lunar 2*Dungeon Master
Rise of Robots*The Secret

Please call before placing your orders

TEL: 071 372 4356

P&P £2.00 Please Cheques/PO's payable to Megga Games

59/61 FLIXTON ROAD
URMSTON
MANCHESTER M41 5AN

HOURS: 9am - 9pm MON - FRI
9am - 5pm SATURDAY

SUPER STREET FIGHTER £49.99
JUNGLE BOOK £37.99
MORTAL KOMBAT £49.99
URBAN STRIKE £39.99
SHINING FORCE £44.00

DRAGON
EARTHWORM JIM
SONIC & KNUCKLES
WORLD HEROES
POWER RANGERS
MAXIMUM CARNAGE
SIMPSONS VIRTUAL BART

SONIC
GHOULS & GHOSTS
SPEED BALL
AQUATIC GAMES
LEMMINGS
SONIC 2
MICRO MACHINES
DESERT STRIKE
NHL 94
NBA SHOWDOWN
BILL WALSH FOOTBALL

MEGA DRIVE 2 [illegible]
MEGA CD 2 w/Road Avenger
AMIGA 1200
AMIGA CD32
MULTI MEDIA

SIMPLY SOFTWARE

MASTER SYSTEM
GAME GEAR
SUPER NINTENDO
GAMEBOY
MEGA CD
AMIGA
AMIGA CD32
PHILIPS CDI
JAGUAR
PC
3DO
WE ALSO HAVE 1000'S OF TITLES IN STOCK TOO MANY TO LIST

*No Deposit Buy

GET SERIOUSLY R·E·A·L FOR 6 MONTHS

Too Good to be True! Not a bit of it. Order the amazing Panasonic 3DO complete with a FREE Copy of the Cult Game Mega Race and use it for 6 long months before you pay a penny. After 6 months you use our easy payment terms.So, why save up for the most desirable games system on the planet when you could be using it for 6 months for nothing. Latest CD Technology: the Panasonic 3DO plays State of The Art CD Games and audio CD Disks in Full Digital Stereo sound .

* 32 - BIT RISC BASED SYSTEM
* PROCESS 6 MILLION INSTRUCTIONS & 64 MILLION PIXELS / SEC
* DOUBLE SPEED CD DRIVE + 3Mb RAM

FREE MegaRace
(Titles may vary as new games are launched.)

£399.95
1st Option

PANASONIC REAL 3DO CD GAMES SOFTWARE

Escape from Monster Manor	£39.99	The Horde	£39.99
John Madden Football	£39.99	Star Control II	£39.99
Road Rash: Blood of the Couriers	£44.99	Pa Tsank	£39.99
Shock Wave	£44.99	Super Wing Co[illegible]	£39.99
Twisted	£39.99	Theme Park	£44.99
Mega Race	£39.99	20th Century Al[illegible]	£49.99
The Animals	£49.99	Another World	£39.99
Dragons Lair	£39.99	Sherlock Holmes	£39.99

Ring for comprehensive software list. Software titles are subject to change

[illegible] Panasonic 3DO and software title[illegible] Sig[illegible] credit form, ordering the period over [illegible] you wish to pay. Once we have [illegible] ved a good status, open the Panasonic 3DO is yours to enjoy [illegible] confirm your easy payment terms. A Choose easy payment terms of your choice from 6 to 36 months

ALTRINCHAM
59 George [illegible]
Altrincham Cheshire
TEL: 061 929 7433

BURTON UPON TRENT
Unit 30 Octagon Centre New Street
Burton upon Trent Staffs
TEL: 0283 517505

COVENTRY
Unit 24 Orchard Way Precinct
Shopping Centre Coventry
0203 520778

HULL
Unit 11 Princes Quay Hull
TEL: 0482 585 00

LEEDS
A[illegible] Arcade
Bond Street Centre Leeds
TEL: 0532 454098

MAIDENHEAD
6 Nicholson Walk
Maidenhead Berkshire
TEL: 0628 770768

NORTHWICH
85 Witton Street Northwich
[illegible]
TEL: 0606 47885

OLDHAM
The Spindles Oldham
Lancashire TEL: 061 627082[illegible]

PRESTON
5 Georges Centre Preston Lancashire
TEL: 0543 418666

SHEFFIELD
67 The Moor Sheffield South Yorkshire
TEL: [illegible]

SUTTON COLDFIELD
8C The Parade Sutton Coldfield
West Midlands
TEL: [illegible]

TAMWORTH
Unit 34 Ankerside Shopping Centre
Tamworth
TEL: 0827 67776

WALSALL
48 Park Mall Saddlers Centre Walsall
TEL: 0922 [illegible]

WARRINGTON
52 The Mall Golden Square
Warrington Cheshire
TEL: 0925 575055

WIGAN
18a The Galleries Shopping Centre
Market Street Wigan
TEL: 0942 323911

* Subject to Status. Written Details upon request

NOW PAY LATER.

TAME A JAGUAR FOR 6 MONTHS

NO DEPOSIT, INSTANT CREDIT, NO STRINGS ATTACHED

Voted the number 1 games system. The all new UK version Jaguar has at last arrived in Calculus Stores [illegible] with the latest software direct from the States. Every Jaguar sold by Calculus comes with a FREE copy of C[illegible], don't hesitate when you could be taming a Jaguar for 6 months for nothing.

FREE Cybermorph

£229.99

* 64BIT * 16.8 MILLION COLOURS
* 16 BIT CD QUALITY SOUND

JAGUAR CARTRIDGE GAMES SOFTWARE

Cresc[illegible]	£35.00	Wolfenstein	£[illegible]
Raiden	£35.00	Alien vs Predator	£[illegible]
Dino Dudes	£35.00	Club Drive	£49.00
Tempest [illegible]	£49.00	Checkered [illegible]	£[illegible]
Kasumi [illegible]	£49.00	Doom	£[illegible]

Jaguar Controller £[illegible]

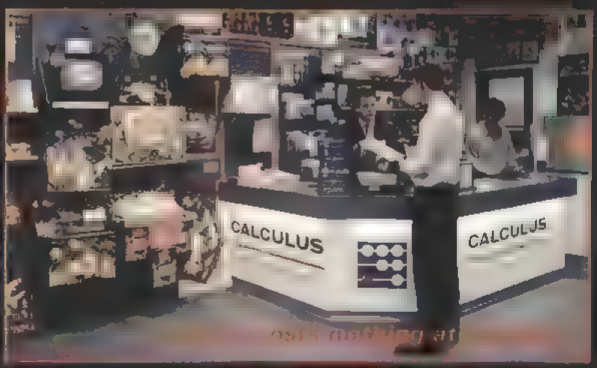
2nd Option

PAY IN FULL NOW.

[illegible] your cheque guarantee [illegible] the back of your cheque for [illegible] state in cheque otherwise allow 5 [illegible] for clearance. Mail order goods [illegible] normally dispatched the day that [illegible] order is cleared and delivered Nationwide by Securicor

HINTS AND TIPS

[illegible] are visiting a Calculus Store [illegible] your cheque guarantee card and proof of [illegible] only for instant credit clearance [illegible] below so it can take upto 24 hours to [illegible] you must be over 23 and [illegible] Full Time Employment



PHONE OUR MAILORDER NUMBER 0543 419999

3.CVG.94

MAIL ORDER FORM OR PHONE 0543 419999 FOR CREDIT DETAILS

CALCULUS COMPUTER STORES, RINGWAY IND. EST., EASTERN AVENUE, LICHFIELD, STAFFS. WS13 7SF

[illegible] £499.95 ☐
[illegible] £321.99 ☐
[illegible] £ 9.99 ☐

3DO CD SOFTWARE

[illegible]	£39.99	☐
[illegible] Madden Football	£39.99	☐
[illegible] Raid	£44.99	☐
[illegible] Wars	£39.99	☐
[illegible]	£39.99	☐
[illegible] Park	£44.99	☐
[illegible] Wing Commander	£39.99	☐
[illegible] Journeyman	£49.99	☐
[illegible] Hands	£39.99	☐
[illegible]	£39.99	☐
[illegible]	£39.99	☐
[illegible] Century Almanac	£49.99	☐
[illegible] Another World	£39.99	☐
[illegible]	£	☐

JAGUAR CARTRIDGE SOFTWARE

1	Tempest 2000	£49.99	☐
2	Wolfenstein	£49.00	☐
3	Alien V Predator	£54.00	☐
4	Tempest 2000	£49.99	☐

I enclose my cheque for £

Visa/Access No ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date / /

TOTAL £

Name

Address

Postcode TEL

Write your cheque guarantee card number and name and address on the back of your cheque and we can normally despatch goods the same day otherwise allow 7 days for cheque clearance

MICK

MICKEY MANIA

1 PLAYERS

PLATFORM

PRICE £44.99

BY SONY IMAGESOFT

RELEASE NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

UNKNOWN GROSS

ORIGIN

Originally planned as a celebration of Mickey's 66th birthday, but delays brought about a reworking into the [illegible]

GAME BREAKDOWN

GAME AIM

Take a trip to the future to rescue the oceans and dolphin kind from the threat of the resurgent Vortex.

Like the plot of one of those Hollywood flashback movies, Mickey Mouse confronts his past in Mickey Mania. However, although the plot and title suggests some painful psycho-drama couch trip, Sony's new star-vehicle platformer is an upbeat exploration of some of the best Disney animated shorts of Mickey Mouse (at least the ones where that nitrate celluloid hasn't deteriorated and caught fire).

Something almost as bad has happened. Pegleg Pete has infiltrated the old film stock and threatens the Mickey characters in each one. Ranging from the black and white pre-talkie shorts to the slick, computer generated opuses of today - new eyes, new ears (Mickey M has undergone more cosmetic surgery than his old pal Mickey J) the mouse must find and rescue each of his Dramon goals.

ARRESTING REAR

The tradition of Mickey platform games has enthroned the bum bounce as the main method of attack. Landing on enemies still has its uses in Mickey Mania, but marble-throwing has emerged as a vital weapon against Pete. However, there is a finite supply of these black projectiles.

"Okay, so I'm a soldier sprite in a Disney platform game, but w

EY MANIA

EAT MY SHORTS

Enjoy this trip, 'cause it is a trip. Let MEAN MACHINES be [illegible] and times of Mickey Mouse.

STEAMBOAT WILLIE (1928)

On the boat, you'll find Mickey without too much [illegible] blowing bridge of Wi[illegible] the ship.

(1933)

The Mad Doctor is not averse to the odd horror movie cliche – vampire bats and skeletons form the welcoming party of his intimidating abode. The opposite of a welcoming hearth has Mickey swinging with flames licking at his ankles.

The trolley race is a diversion, which doesn't have to be completed, and requires fast reflexes. The pace is maintained in the following downstairs dash on the revolving tower. This place needs a full structural survey!

Going up! The non-express elevator takes you all the way to the final laboratory confrontation. You do the experimenting.

Why is the floor wet?

THE MOOSE HUNTERS (1931)

[illegible]'s my motivation ?"

LONESOME GHOSTS

After a brief underground raft ride Lonesome Ghosts settles down into creep round a Haunted House Luminous apparitions can appear at any moment subtly armed with a large plank of wood (probably with an nail in the end) There are some cool moving platforms that require poise and balance to master

And the waters shall rise until they cover the Hall The ghost with the outboard motor has you over a barrel as does his creeping friends

FUN AND FANCY FREE (1947)

Another of the larger sections, starting with a jaunt in a Giant's country garden A little bit of headwork is required with regard to horticulture

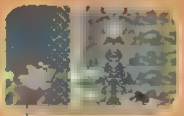
The arachnoid diversion involves a confrontation with a big hairy spider and loads of little ones The reward for victory is a free run of the tea table Jam butties and lashings of ginger beer

PRINCE AND THE PAUPER

In days when knights were young and dandy Mickey dons a double act and enters Pete's final door There's an itty Errol Flynn chandelier skipping section for starters

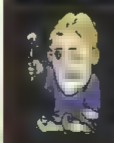
Mickey has a case of the Errol Flynn's. Or is it Errol has a case of the Mickey Finns?

This level is crawling with guards Guards in the library guards in the kitchen Once you've sidestepped the cross bows, Mickey faces a rising water level and a rubber ring



And hence to the final carry-on confrontation with the obese Pete As the snow falls picturesquely outside the window, mortal cartoon combat goes on in the Great Hall

COMMENT



PAUL

There's no doubt Mickey is a feast of outstanding graphics and animation. But I was slightly concerned by the size of the levels, many of which zip past a bit too quickly in their visual glory. Undeniably a glorious homage to the world's most famous cartoon star, but one that will be far more relevant to his younger fans.

COMMENT

GUS

This isn't the only game with fantastic visuals I've seen this month, and if it were not for the ingenious sub-sections and challenge of Mickey Mania, it could have been sidelined into the 'dumb blonde' category of pretty and vacuous platform games. As it is, Travellers Tales have produced something slick and commercial and destined to uphold the 'quality' aspect of Disney licenses, whilst offering areas of real gameplay enjoyment. The graphics are, of course, uniformly wonderful, especially the attention to detail and imitation of the source material. Linear in design, the gameplay is quite straightforward (with a nod to puzzle elements) but with some intense and clever sections that refuse to roll over and submit. The 3-D chase bit is nicely done, if too easy to beat, and the rotating tower and bonus level impress. This should hit the spot with younger players and the 'family entertainment' circuit, and so it should.

GRAPHICS

92

▲ Any complaints would be quite inappropriate, considering everything is as Disney as Timberland wings. A round of applause.

SOUND

81

▲ The sound effects are wonderful, really creaky doors and spooky ghost noises.

▼ The music is apt but frequently dull.

PLAYABILITY

88

▲ The look of the game carries you through, and there's been an effort to provide surprises for you as you go.

▼ Gameplay that is too linear for some.

LASTABILITY

83

▲ Traditionally hard-as-nails adventure game, you'll need to pass memory, [illegible] and puzzles that stand the length of a fruit salad or maybe.

[illegible]

82

▲ State of the art Disney platform action.

▼ Bear in mind Mickey's fitness and [illegible] you will like the game.

OVERALL

87

Mickey Mania manages to open the window to some Mickey fans and reasonably serious gamers players. Something for everyone, really.

BEARSTED GAME ZONE

FREEPHONE 0500 118097

EXAMPLE PRICES (NEW / USED)

CD GAMES

WE STOCK ALL NEW TITLES FROM THE DAY OF RELEASE AT DISCOUNT PRICES JUST CALL IF THE TITLE YOU REQUIRE IS NOT LISTED

GAME ZONE SHOPS AT

SHOP PRICES MAY VARY

SOFTWARE EXPRESS

MAIL ORDER HOTLINE 0925 828455

LINES OPEN 9-6 MON TO FRI 10-2 SATURDAY

MEGADRIVE | MEGADRIVE | MEGACD

MEGADRIVES FROM £79.95

Game Fan U.S. Magazine £2.95

MEGA CD 2 £199 WITH 10 GAMES

WE BUY AND SELL USED GAMES - SEND SAE FOR LATEST

CONSOLE CONNECTIONS

SEGA MEGADRIVE

6 BUTTON PAD £9.99

SEND S.A.E FOR A FULL PRICE LIST

UK SYSTEM + TOTAL ECLIPSE £349.99

ROAD RASH

SHOCK WAVE

THE HORDE

JOHN MADDEN

3DO

UK SYSTEM + CYBERMORPH

TEMPEST 2000 £49.99

WOLFENSTEIN £49.99

BRUTAL SPORTS FOOTBALL

CONSOLE CONNECTIONS
19 KENWYN STREET
TRURO
CORNWALL
TR1 3BU
TEL 0872 261065
FAX 0872 261067

Postage
£1.50 Games
£6 Consoles

SWITCH

PLAY!

"A QUESTION OF... KNOWLEDGE!!!"

TELEPHONE QUIZ

by picking your subject and answering questions correctly to enter our prize draw by answering 10 questions correctly first time to win a prize.

FOOTBALL

BOARD GAMES

MUSIC

JUST GET TEN QUESTIONS RIGHT FIRST TIME, PICKED FROM ALL SUBJECTS & YOU'LL WIN 3 TAPES/CD'S OF YOUR CHOICE

0891 300 123

PICK YOUR SUBJECT

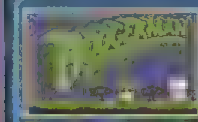
YOU COULD WIN A COOL SEGA MEGA DRIVE!

0891 300 122

0891 300 124

PICK YOUR SUBJECT

0891 300 125



1 PLAYERS

PLATFORM

TBA

INTERPLAY

JANUARY

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
MEGA-CHANNEL SOUND
GAME DIFFICULTY: MEDIUM

38,000

This 'pick and flick' adventure also forces a new interplay character... It's definitely a platform game of the old school.

Make it to the exit quick time, by using all your bodily dysfunctions!

BOOGERMAN

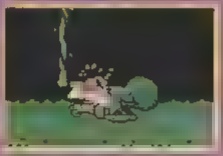
A PICK AND FLICK ADVENTURE

produce enough gas to heat the whole of Huddersfield each year; you make

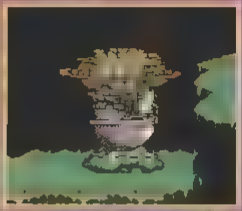
you're greasy.

These sad facts — that our bodies are festering pits brimming with gloopy residues and unnatural odours (well Rad's is anyway) are the basis o Boogerman, has turned them into a virtue, the superhero of scum no less. Hi

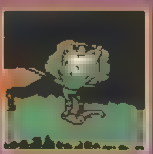
SQUAT THRUST



TAKE THE PLUNGE



S-BENDER TACTICS



COMMENT

GUS

Boogerman will be the answer to the prayers of the average Joe Viz reader (Foureyes is his surname, I believe), being the most utterly juvenile video game ever created. Actually, I'm quite juvenile, so although there were no belly laughs, I quite enjoyed being able to fart with impunity instead of clenching my cheeks as normally happens. What matters is the game behind the styling is quite sound — a chirpy and not-very-easy platform romp, which likes to keep you on your toes and provides a nice clutch of secret levels and bosses. My one concern is that things don't change that much into the game. The level graphics change, but the game's distinctive look doesn't make for a great deal of variety, and the layouts are quite linear. However, Boogerman is saved by excellent animation and FX samples, and a sense of humour which Lion King, Mickey Mania et al lack

AM I SURROUNDED BY IMBECILES

COMMENT

STEVE

Behind the novelty value of the interplay hero's farts, burps and snot-related japery, there is still a remarkably playable platformer. All too often a novelty idea such as this will swamp a game, yet Boogerman's filty habits actually fit into he gameplay really well. Yes, it is another platformer, but it is extremely polished and incredibly playable. Farting at the assorted baddies or flicking bogies is extremely easy to pick up (but, hey, you all knew that!), and a constant stream of bad guys and bosses keeps the action ticking along. You're not going to find anything radically new in Boogerman but, like Ocean's Mr Nutz, what it sets out to do it does very well. Platforming at its most playable, and worth a go just for the revolting sound effects.

BEG Y'PARDON

GRAPHICS

86

+ Great Boogerman animation, and crisp, grimy background
- V Quite a limited set of colour palettes, and styling blocks

SOUND

90

+ Unfailingly excellent — the FX samples make the game amongst almost funny, and the music has a blissfully sort of four chord's just right.

PLAYABILITY

89

+ A nippy little platform game that's going to cause you a few gunned fingers.
- Too many deaths from falling onto hidden enemies below.

LASTABILITY

83

+ The password mode has been sensibly implemented. Plenty of levels, and fairly hard-to-find secrets

VFM

84

+ 24MEG is heap big game to play about with.

OVERALL

88

Snot that funny, but it's a good little platformer. This is one bogey that's well above par.

KICK OFF 3

EUROPEAN

not just one match

far can you go?

sides

Only ONE winner!

you know it's kickin'

AWCO

VIC TOKAI

Tel 0604 671411 Fax 0604 670864

of gameplay and may vary from format to format

MEGA DRIVE is a trademark of Sega Enterprises Ltd

NINTENDO ENTERTAINMENT SYSTEM is a trademark of Nintendo

1 PLAYERS

PLATFORMS

TBA

OCEAN

NOVEMBER

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: COOL
GAME DIFFICULTY:
EASY/MID

ST DAY SCORE
REACH SECOND BOSS

One of Ocean's Super NES platform heroes, Nuts meets the Mountain giants' entry to the Sega market.

STRATEGY

Here we go gathering nuts in-a-ern, November. And hooking on bad guys.

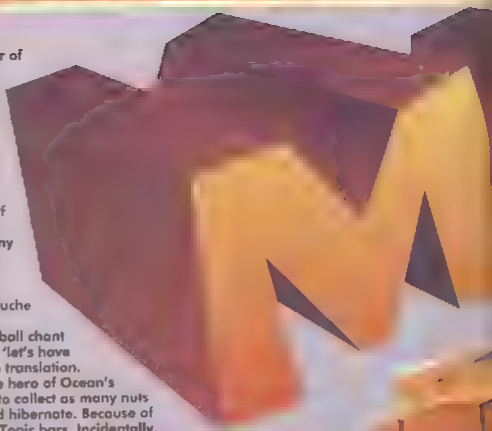
Great Squirrels of our time:
1. Squirrel Nutkin: A member of the infamous 'Captain Beaky's Band' who created havoc on the radio with the help of their ring leader, Keith Michelle Now 'hiding' on the Costa Del Sol.

2 Tufty. In the late 70s/ early 80s you couldn't watch TV without Tufty and his mates telling you how to cross the road. Well if Squirrels are so bloody good at road safety why are there so many squashed on busy side streets?

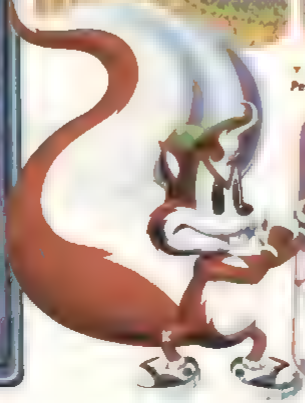
3 Secret Squirrel: God awful cartoon which is only marginally better than Batfunk. A mate of Touche Turtle.

4 'Nice One Squirrel': A football chant urging the bushy-tailed creature 'let's have another one.' Loses a little in the translation.

5. Mr Nutz: Unbelievably cute hero of Ocean's first Sega platformer who is out to collect as many nuts as possible so he can sod off and hibernate. Because of his nutty diet his turds resemble Topic bars. Incidentally, where do Topic bars come from?



▼ I wonder if his first names are Keith and Peter? He'd be KP Nutz then. Boom boom.



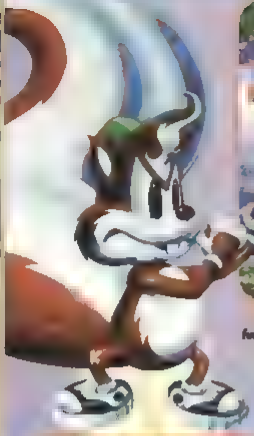
HERE WE GO GATHERING...

For a member of the race supposed to stock up with nuts for hibernating, Mr Nutz has a rather care free attitude to his squirrel stockpile. As he lopes along the scrolling play area, numerous wood and mutations stand in his way, ready to sap the bushy-tailed hero's limited energy supply. However, a quick press of the A button lets fly with one of his pecan arsenal, killing anything in its path. If, however, Nutz' nut supply runs out, he can resort to leaping on his foes (not recommended if they are adorned with large spikes, though), or crouch down and fell them with a swish of his massive tail.

▶ *Mr Nutz on his way to Alton Towers, I reckon.*

LEVEL-HEADED

The play area Nutz explores resembles something from a Grimm fairy tale, and is shown as a scrolling map at the start of every stage. All the customary level ideas have been incorporated, with spooky forests containing all manner of oddball wood land nightmares, a series of claustophobic caverns housing manic vegetation, and a gaudy looking giant's house – complete with a huge tenant acting as a boss! In tally, the levels are simple horizontally-scrolling affairs, but from the dark forest onwards, they are expanded to scroll in all directions, with only one of several paths guiding the searching squirrel to the exit.



The dangers of wasp surfing revealed in full. Don't try this at home. You'll kill 'em.

COMMENT

COMMENT

LOOKIN' GOOD

In terms of content, there isn't a great deal to seperate Mr Nutz from the myriad of platformers all ready in existence. However the developers at Ocean's French office have tried to make Nutz excel in the graphical department, with the main sprite towering over the likes of Simba, Sonic, and othersuch platform greats and equal attention given to the oncoming bad guys. For the anorak GWs out there, you may be interested that each foe has two death animations, with some splitting in half whilst others are squashed flat. By far the most impressive effect, though, is the grisly dismemberment of the game's first boss — the aforementioned giant. As Nutz leaps on to the poor so-and-so's head the giant's eyes pop out, his tongue falls out, and his cranium eventually explodes. So much for the cutesy element, then.

GRAPHICS

92

▲ Large, brightly-coloured sprites. Stunning backdrops, and a large variety of well-realised enemies. Cool.

SOUND

87

▲ Inoffensive tinkly music to accompany the Tron look.
▼ A little skimpy on the effect front.

PLAYABILITY

88

▲ Nothing we haven't seen before, but as playable as any other platform great you may care to think of.

LASTABILITY

85

▲ Later levels get very tough and add even more features to the basic game.
▼ A few more of the original ideas should have appeared earlier in the game.

VFM

87

▲ A reasonable price for an 8MEG platformer of this standard.

OVERALL

86

Not the most impressive game in Ocean's back catalogue, but one of the more polished platformers and certainly worth considering.

YOU CAN'T PLAY YOUR SEGA WITHOUT IT!

EVERY MONTH ONLY £2.25

1-2 PLAYERS

BEAT EM UP

PRICE: TBA

BY: INTERPLAY

RELEASE: JANUARY

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
BEAT ON EASY.

ORIGIN
Following Interplay's tie-in with the American equivalent to Play-Doh, Clay Fighter offers eight fighters made out of the stuff.

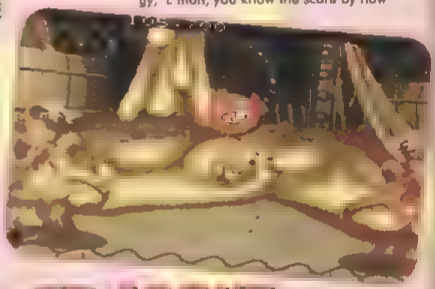
GAME BREAKDOWN

GAME AIM
Beat people up. But you know that already...

CLAY-FIGHTER

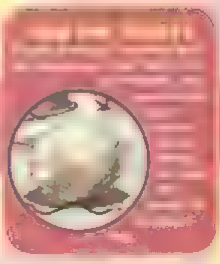
We've had Street Fighters, Mortal Kombateers, battling brothers, and assorted permutations of the beat 'em up theme This time, though, Interplay are promising something different -- as their freshly-converted Clay Fighters are quite literally that! Converted from the Super NES original, the Megadrive game contains all the high-resolution sprites and backdrops which made it so special, and recreates all the special moves and hidden bonuses

As with all such beat 'em ups, Clay Fighter is a one-on-one extravaganza, with the player guiding their Play Doh pug list to victory against the other seven Each three-round battle is set within a time limit and the basic aims is to use each fighter's punches and kicks to whittle away the opponent's energy, c'mon, you know the score by now



PUTTY-ING IT ABOUT

Eight bizarre fighters have gathered together to knock the stuffing out of each other However anyone expecting normal fighters such as Liu Kang or Ryu has got another think coming See what we mean



SOUNDING OFF

▲ Who is this piece of ring? Someone you get to meet much later.

KINDA SPECIAL

A beat 'em up without special moves would be like Zig without Zag — and Clay Fighter's are as bizarre as the Play-Doh pugilists are to look at. Each entrant has three specials, but, of the eight, Blob is the most versatile, with his morphing skills enabling him to transform himself into a cluster of boxing gloves, a large shoe (to administer the kicking to end all kickings), and a buzz-saw disc. Similarly, Helga has a number of weight-related jumps and kicks at her disposal, whilst Blue Suede Goo comes prepared with bum music notes and a greasy quiff!

COMMENT

STEVE

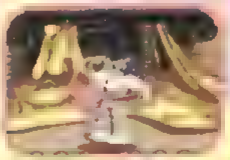
Oh dear, this is a very disappointing conversion. Whilst the Super NES version of Clay Fighter was never likely to become a classic of the genre, it was a bit of a novelty and a playable little game to boot. This Megadrive version, though, loses out in terms of both speed and animation, with the players reacting sluggishly to the joypad, and lurching from move to move. Yes, Clay Fighter has as many special moves as the likes of Street Fighter and its kin, but they never seem that likely and anyone with a GCSE in button pressing should be able to blag their way through to the final boss. Faults like these mean Clay Fighter just cannot compete against the likes of Capcom's game, and Interplay's entry to the beat 'em up genre is sadly just another contender KO'd in the first round.

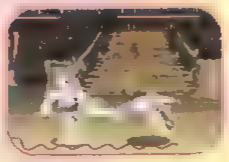
▼ *Ickybod takes a swipe at Bonker's conkers.*

COMMENT

GUS

Clayfighter was a neat little game on the Super NES, but something has gone wonky in the conversion process, and before you start writing to Yob accusing me of putting down the Megadrive, I'm making the comparison because I don't think this version of Clayfighter is worthy of the machine. A combat game using rendered images of clay models is a novel idea, but Clayfighter has lost most of its clarity, with fuzzy characters and poor backdrops, and much of the animation seems to have gone out of the window too. But the game's main problem is mechanics and computer intelligence. The computer is a dire opponent, and in many cases repetitive moves allow you to steam through the game in an insipid manner. Despite the imaginative range of attacks, it often seems randomly decided who comes out best in an encounter — there's no clear contact. The nicest thing to comment on is the speech samples – load of them and extremely clear. This all wouldn't be half so disappointing if we hadn't seen the likes of SSFII or MKII in the last few issues. But alas we have.





GRAPHICS

84

▲ Absolutely stunning sprites with loads of detail and colour.
▼ Basic animation, and a tendency to jerk around.

SOUND

86

▲ Top-notch speech introduces each fight, and a nice enough tune opens the proceedings.

PLAYABILITY

60

▼ A potentially engrossing beat 'em up is reduced to the realm of a mediocre button-beater.

LASTABILITY

57

▲ Eight fighters and a tournament mode. Cool special moves.
▼ Limited enjoyment due to 20-minutes' sprite deduction.

54

▼ Not the greatest beat 'em up on the market it has to be said.

OVERALL

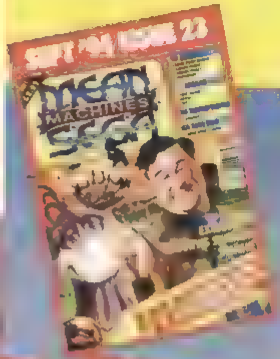
56

Graphically stunning, but fundamental flaws stop this being the classic it deserves to be. It could have been a contender.

MEAN MACHINES SEGA

BACK ISSUES

HAVE YOU MISSED OUT ON A RARE ISSUE OF BRITAIN'S BEST-SELLING MAG ? IF SO, NOW'S THE TIME TO FILL ANY HOLES IN YOUR COLLECTION. BUT BE QUICK, AS THEY'RE GOING FAST...



JAN 94 - SOLD OUT
FEB 94 - SOLD OUT
MARCH 94 - SOLD OUT
APRIL 94 - SOLD OUT

PLEASE SENT ME THE FOLLOWING BACK ISSUE(S) OF MEAN MACHINES SEGA

MAY '94 ISSUE 19 ☐

JUNE '94 ISSUE 20 ☐

JULY '94 ISSUE 21 ☐

AUG '94 ISSUE 22 ☐

SEPT '94 ISSUE 23 ☐

I ENCLOSE CHEQUE/ POSTAL ORDER MADE PAYABLE TO EMAP IMAGES FOR £.....

UK RATE £4.95 PER MAGAZINE. OVERSEAS £5.95 PER MAGAZINE.

NAME.....

ADDRESS.....

.....

PLEASE SEND THIS COUPON AND PAYMENT TO MEAN MACHINES SEGA, BACK ISSUES DEPARTMENT, TOWER HOUSE, SOVEREIGN PARK, LATHKILL STREET, LEICESTER, LE16 9EF.

PLEASE MAKE PAYMENT BY CHEQUE/POSTAL. PLEASE DO NOT SEND CASH THROUGH THE POST.

1-4 PLAYERS

SPORTS

PRICE £44.95

BY EA

RELEASE DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: TEAMDEPENDENT
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

TESTDAY SCORE

BEAT FRANCE

ORIGIN

Britain's second favourite sport. And only the second conversion of it for the Megadrive.

GAME BREAKDOWN

Try your best. Hahahahahaha! Geddit? Try your best. Snigger...

rugby wo

Considering Rugby came about when a disgruntled soccer player picked up the ball and legged it towards the goal, it's surprising that Will Carling's favourite sport isn't called 'Cheating Sod.' But no, it was duly named after the place where the spoilsport grabbed the ball (and probably got his head kicked in straight after), which should also make us grateful the fateful game wasn't played in that Welsh town which ends in Gochgochgoch

Still, whatever its origins, EA have deemed Rugby popular enough to immortalise as a Megadrive game. All the scrums, conversions and passing of the real thing have been ported over, but you'll have to supply your own dirty songs for the bath after each match. Here's one to get you started Four and twenty sailors come down from [illegible] (SNIP)

A stunning moment from an exciting afternoon's rugby

odd shaped balls

'Hey!', you're probably thinking, 'that's just FIFA with an odd-shaped ball!' Indeed, although, who have taken the opportunity to adapt the existing 3D routines and improve them. For instance, whilst FIFA only ever has some eight players on the screen at any one time, Rugby's many scraps and passing routines mean that both teams can be seen onscreen at once — in the region of thirty sprites! — but with no evident slowdown. [illegible] than EA's classic kickaround, with neater sprites and more animation frames, including fumbles, jump catches, and fending off opponents.

orld cup '95

The stadium goes dotty when you score.

hooking flanker

The ... as many moves as possible into the conversion. Whilst kicking and passing are effected using the A ... possession of the ball can also extend an arm to ... fend- ... ers in ... of ... some ... when it used to head the ball away towards a flanking player.

MEGA GAME

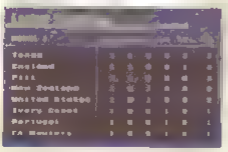
can you kick it?

Every ... ball is ... for a try, the player is given five points. How... ... way of the conversion kick that follows. For a conversion the ball is placed several metres away ... punt ... the real thing, the prove extremely difficult and ... conversions every bit as tricky. A power bar appears ... press C gradually fills the bar as the shot power ... small ... kick is reduced and when the C button is pressed ... the ... marker, the straighter the kick.

GRUNT!

... used to ... more ... Rugby as I ... ... never ... the appeal of grab-a-bloke-somewhere-and-kick-him ... only to get a muddy boot in the face. Still, EA's Rugby WC features all the skill and accuracy of the sport, but doesn't involve extensive dentist work after every game — so that's fine by me. For a game with so many moves, EA's Rugby is a dream to play. The joypad buttons effect different moves when the player is in possession of the ball or chasing it, and the range of tackles, shoves and drop kicks are simply awesome. As such, after some initial confusion with scrums and gaining possession, I was quicker off the wings than the meat in a KFC bargain bucket. Cynics will probably dismiss Rugby as a rich man's sport, but for me this is the more playable game. Absolute control is offered over the players, and this creates one of the best sims to appear under the EA Sports banner yet.

▲ Run blue, run like the wind.



▲ Tonga is top, and you are bottom.

▲ Who had what, how long they had it for and where they had it. So there.

optional extras

Rugby boasts a full complement of international sides, ranging from [illegible] New Z[illegible] is up [illegible] ...naments, tactic... screens, and player inform... latter is particularly useful as it allows the player to double as a [illegible] replace wingers or defend... crackers by particularly heavy tackles.

COMMENT

[illegible] with ten... nis, the EA sports [illegible] again living up to its name with a spot-on conversion (geddit) of a game its fans love with a passion. Rugby is so close that non-devotees may find it a little bewildering going to grips with the controls and the messy on-screen action of rucks, mauls and scrummages (thankfully it comes with an excellent manual) but that's what Rugby is – a chaotic sport of pile-ons and stoppages, with moments of drama when scrum halfs make a break and a plucky back runs the pitch length to glory. Visually and aurally, EA have done tremendous work, the players looking like sports as individuals, and also working convincingly as teams. The front-end of the game is as detailed and accessible as any before it although the replay seems to record only a short segment of preceding play. Otherwise, you cannot grumble about teams or tourneys (eh, alright then – where's the Five Nations?). Ferociously fun, but be prepared to put in more effort than FIFA before getting results.

GRAPHICS 92

▲ Superb animation on the player sprites, and all moves you'd hope to see in a conversion. Stunning and with no slowdown whatsoever.

SOUND 82

▲ Satisfying 'oofs' and grunts, and all the expected crowd roars and intro ditties.
▼ Quiet moments during games are a little off-putting. Needs more 'oomph' ocasionally.

PLAYABILITY 90

▲ Controls are simple to pick up, but combinations take a little time to master.
▼ Scrums and brawls often a little bit end over.

LASTABILITY 91

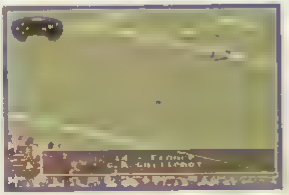
▲ Enough teams and tournaments to put Will Carling off his Queen Indulgence for a month or two.

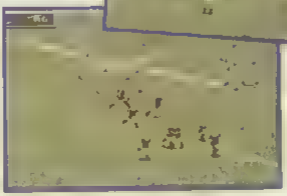
VFM 91

▲ The Megadrive doesn't have a decent Rugby game, so this should find a nice niche in the sports sim market. The answer to a lot of EA pleas...

OVERALL 90

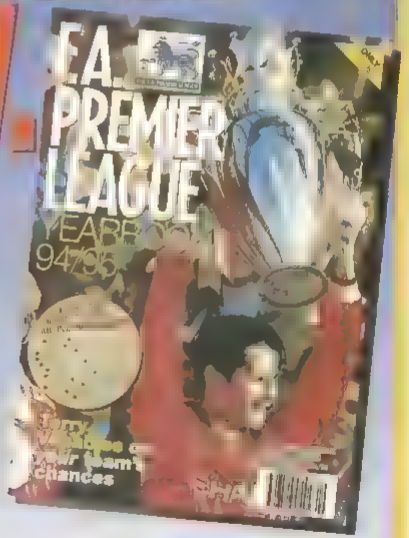
A superb simulation which captures the rough'n'tumble nature of the real thing perfectly. Another beaster EA conversion.





▲ Mind the bloodythirsty forwards, Merlon.

ALL THE CLUBS, ALL THE ACTION, ALL YOU NEED TO KNOW.



IT'S ALL IN THE OFFICIAL F.A. PREMIER LEAGUE YEARBOOK.

FROM ALL GOOD NEWSAGENTS.
ON SALE FROM SEPTEMBER 15TH.

1 PLAYERS

GAME TYPE: PLATFORM

PRICE: TBA

BY: TIME WARNER

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Reach the Sacred Generator mystical

A platform-exploration adventure from the school of Dolphine's Flashback. Also reminiscent of X-Men on Megadrive.

Seek out the source of the troubles plaguing Monobe's land with the help of the good suit of the Ancients.

GENERATIONS LOST

In this mixed up crazy world civilisations come and go. We've had the Greeks, the Romans. Who knows, maybe we're next on the Great Check-List of ex-civilisations? Such mortal worries certainly aren't the concern of Monobe, Time Warner's latest gaming hero, as his futuristic techno civilisation upped and jumped ship long ago.

Swept by plagues, floods, and other assorted life-extinguishing occurrences, Monobe's world bears few reminders of the once grand and prosperous cities of centuries gone by. But finally, after decades of feudal life, the past has caught up, bringing with it bizarre electrical storms and mutant beings. As the chosen one, Monobe must seek out the source of these events in a platform adventure through his history

COMMENT

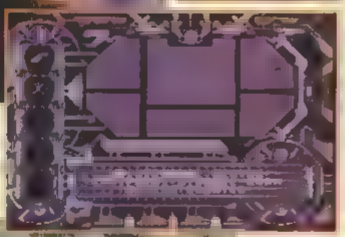
PAUL

Initially I was unimpressed by what Generations Lost had to offer. The stylistic similarities with previously established titles – colour palette of Flashback and the movement of X-Men – niggled me in the originality stakes, and Monobe looks pretty poor. But once the game gets going it is apparent that there is far more to this than meets the eye. The storyline, at times painfully slow -burning, is remarkably engrossing and well-crafted, even reaching addictive status for some of the stages. In addition the puzzle element has been economically used to ensure progress is reasonably slow-paced – at times bordering on blimmin' frustrating. Quite frankly, Generations Lost has some nice features, but in today's gaming climate I can't see it keeping up with the very fierce competition.

BLASTS FROM THE PAST

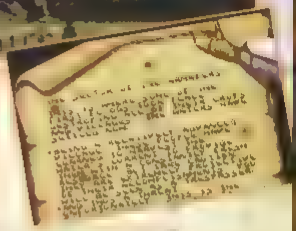
Bonuses alone won't guarantee our King-To-Be the answers to his questions But thankfully on his adventures, he encounters the occasional antique with enough juice left in it to give him a boost to his suit, more scope to his rope, added string for his swing, or plain 'ol store his current position

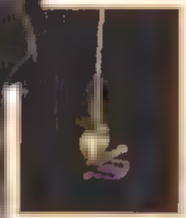
TIONS



A mystic map courtesy of Mystic Reg

Dare you consult the great Keschleenk mechanism?





APPLIANCE OF SCIENCE

As with any good quality suit of the Jani-tors, a full range of accessories are available to help young Monobe on his quest. Deposited in the electronic safes of the elders, only Monobe has the power to grab the goodies for his own needs. That is once he's found the sometimes hidden lock. Let's take a sneak peek at what's on offer in the future collection of the House of Keptan.

– A versatile part laser rope/ part blaster combo always at Monobe's side.

– Handy for unlocking doors.

Cue 'World In Action' theme tune.

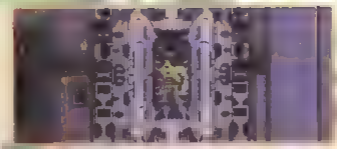
– Bonus blasts for extra damage.

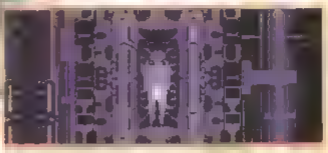
– Self-explanatory really, but only has a limited amount of time.

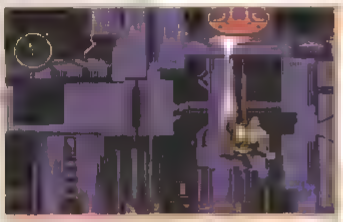
– Temporary invulnerability from enemy attacks and other hazards.

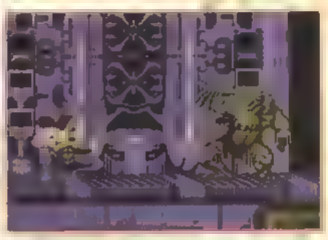
TRANSNODAL ENTERPRISE

Why walk when you can transnode? With a spot of multi-dimensional molecular-splitting magic Monobe can zap himself from location to location to piece together the clues. Once strapped in, a flick to the inventory screen shows the destinations accessible depending on Monobe's current security status









" Excuse me, I seem to have lost my Aqua people"

TALKING 'BOUT MY GENERATION

It's a lonely life for poor Monobe. It seems that everybody either wants to hit him with lead pipes or throw bombs at his head. So it's good to see the occasional person giving a helping hand. From the outset, Monobe is given helpful advice from the village elder on the various sectors and their inhabitants. During the quest additional info is at hand from other village characters who have strayed beyond the village gates into the wilderness.

CU5

Hello Generations! Cute cartoon characters, fascinating, and for the most part rewarding, 'action-packed' horse applies. A post-apocalyptic setting has been used before to conveniently explain why there aren't many enemy sprites around. In the early levels at least, the main gameplay hazards come from the inanimate backgrounds, and progress is mostly a matter of watching your step and remembering the layout. That's not to denigrate the good ideas liberally sprinkled throughout – the puzzles, and the Grad power boost work well, and the graphics are consistent and well toned (however the 'joke' titles 'Jani-tor, Karhpenter etc. are plain naff). But these generations are likely to be lost in the flood of other more energetic platform games this Christmas.

GRAPHICS 82

▲ Functional little design work on the levels and icons.
▼ The Monobe sprite is very unsubtle and unappealing.

SOUND 80

▲ Interesting futuristic tunes and FX, combining animal and tribal samples.
▼ More FX of the same quality would have been nice.

PLAYABILITY 78

▲ A plot full of exploration and problem solving makes this surprisingly addictive.
▼ The control system mars the gameplay with extremely frustrating deaths.

LASTABILITY 77

▲ The large and often complex levels promise a reasonable life span.
▼ There's a little too much latitude on 'easy'.

VFM 74

▲ Too many other products are more deserving of the cash.

OVERALL 77

By no means a bad game, but lacks the same attractions of other platform releases during the build-up to Christmas.

A division of SOFTWARE PLUS
Britains largest independent specialist retailer of computer games

SOFTWARE FIRST

Established 1981

Tel: 0268 725500
Fax: 0268 590076

Telephone Orders:
pm Mon Fri 10am 4pm Sat Sun
working Service at all other times

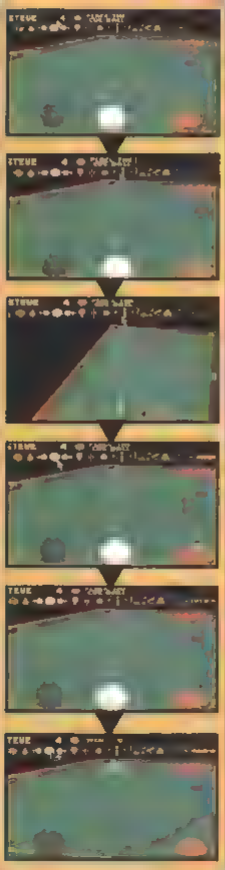
VISA

SOFTWARE FIRST 8 BUCKWINS SQUARE, BASILDON ESSEX SS13 1BJ

Please state make and model of computer when ordering
If you can't see what you want please call, new stock arrives daily
Some titles may not be released at time of going to press
We supply only official UK product Formats supported include Amiga, PC, ST Master System Megadrive and Game Gear
All prices subject to change without notice All items subject to availability E & OE

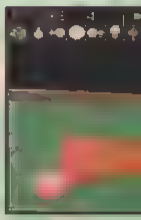
Name
Address
Postcode Telephone
ITEM PRICE
ITEM PRICE
ITEM PRICE
POSTAGE
TOTAL
enclose a cheque PO made payable to
Software First or please debit my Access Visa

JIMMY WHITE'S WHIRLWIND SNOOKER



Virgin's long-awaited conversion of Jimmy White's is billed as the most realistic snooker simulation ever. Via the many icons shown above or to the side of the play area, the player can add spin to a shot, chalk the cue, and use a targeting line for those difficult shots. So what sets JWWS from the likes of side pocket and that crap Mindscape one of a few months back? Easy, you can view Jimmy's table from any angle – from high above, close enough to the baize to cause chin burns, and from on top of the cue ball.

As ever, the basic aim is to pot the balls in order whilst scoring more points than your opponent. However, Virgin's game has chosen to ignore the smoky atmosphere associated with snooker halls, ignored the burly blokes who appear to prefer using cues to KO equally burly blokes, and you can supply your own drinks without paying £14 for a can of Coke – although these omissions are probably for the best. There isn't a Jimmy White community service sub-game in there, either. Funny that.



POCKET BILLIARDS

In addition to the basic one or two-player games, JWWS offers a number of extras to extend its lasting power. The one-player game features four computer-controlled players – the imaginatively named Tom, Dick and Harry. Oh and someone called Jimmy) – and if these aren't up to your newly acquired standards, Virgin have thrown in a number of trick shots for the player to tinker with or attempt. These feature ominous names like 'I did this once' and 'The most impossible shot in the world'. Just so you know what your up against. Finally, programmer Archer Maclean has also taken the chance to add a few extras over the Amiga original, including more ball animations if you take ages to line up a shot, a faster pan mode, and smoother screen update.

GOING FOR A JIMMY...

Getting all those balls into the table's six pockets is made easier thanks to the game's extensive icon system. Let's try that again shall we.

1. Line up behind the white and use the rotate icon to scan for the easiest looking shot. Ah, that'll do.

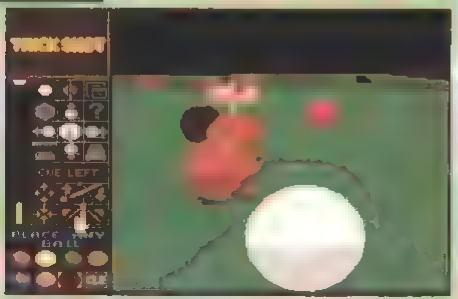
2. Summon the targeting line and position it on the ball at the rough angle you reckon will send it rocketing into the pocket. Flash sods may want to pan away from the screen now in order to judge the angle from a better vantage point.

3. Having tinkered with the angle to annoy your mates beyond belief, suck your bottom lip through your teeth, tut a lot and chalk your cue in anticipation. Repeat until they turn red and swear a lot.

4. Depending on whether the white ball is resting against a cushion or another ball, you can alter where the cue strikes it. Adding top to the ball means the white will follow through whilst bottom sends the ball spinning back. You can work out left and right for yourselves.

5. The moment of truth. The cue icon reveals a larger pic of the wooden pointy thing which is drawn back further to add more power.

6. By now your mates will have killed your pets and reverted to pagan sim whilst awaiting their turn. Put them out of their misery by finally clicking on the white ball icon. Alternatively, return to 3 and repeat. By rights the ball should go in.



COMMENT

This month Jonathan Ke... [illegible] Snooker. Here's what he thought...

COMMENT

[illegible] Snooker. Here's what he thought...

GRAPHICS

73

Snooker's dull to look at, right. Wrong. JWWS's table can be viewed [illegible] and the screen scrolls it looks just perfect.

SOUND

65

All the effects of the real thing are here. Hmmm, not a lot you could add admittedly. So they didn't bother.

PLAYABILITY

92

Comprehensive, but incredibly easy to learn. As easy as picking up a cue and playing the real thing.

LASTABILITY

93

Like the real thing, practice brings genuine skill, opening up a whole new ball game — literally.

VFM

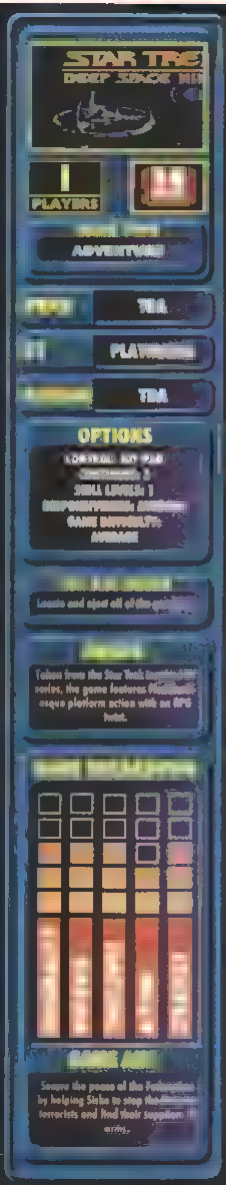
93

Less than buying a real table from Argos, and without the hassle of setting up every time you [illegible] the back.

OVERALL

92

A different kind of game for the Megadrive, but a welcome departure from the norm. JWWS brings simulations into the 90s, and is destined to be the benchmark other sims are measured by.



STAR T

DEEP SPA

STARDATE:WOLF 46871.6. The fate of the galaxy rests in the hands of the inhabitants of an outpost space station known as Deep Space Nine. Once a stronghold of the Cardassian people, it was abandoned to Star Fleet control. But with the recent miraculous appearance of a wormhole, the station has become the hottest commodity in the galaxy. For this is no ordinary wormhole, but one that links the two sides of the galaxy reducing a journey normally taking 65 years at maximum warp, to a matter of seconds.

At the head of this political timebomb sits Benjamin Sisko. Previously First Officer on the USS Saratoga, he witnessed to destruction of the ship and the death of his wife at the hands of the Borg. Hoping to be posted to a quiet backwater at the galaxy, Sisko's plans took a nose dive, finding himself at the centre of a political crisis of epic proportions. Saboteurs have infiltrated the delicate peace of the station, and Sisko has to put an end to their plans.

ALL PICS © PARAMOUNT

▲ "What do you mean, you can't hear me...?"

COMMENT

PAUL

Okay, so Deep Space Nine, the TV series, wasn't as fab as the Next Generation crew, but that's no reason to do a hatchet job by releasing this shoddy piece of software. I am quite amazed this product actually saw the light of day. The graphics are unquestionably residing on the below-average-to-poor boarder line, making it an even more painful prospect to run everywhere and gather information. On the subject of RPG, Deep Space Nine makes the fatal mistake of forcing the player to cover distance to prolong the game life. Quite simply, the game isn't big enough to earn the title of an RPG. A few years ago this might have been passable, but I'm afraid by today's standards, it's nothing short of bargain bucket material.

TO BOLDLY GO...

Sisko's investigations take him through many a familiar location from the TV series. The station is central to the action and character interaction, but Sisko jumps ship to investigate wrong-doings on Bajora, inside the wormhole, and on-board a Cardassian warship. Like an intergalactic jigsaw puzzle, as the pieces fit together, the picture becomes clearer and leads investigations deeper into the fabric of the Federation.

TREK
CE NINE

IT'S LIFE JIM

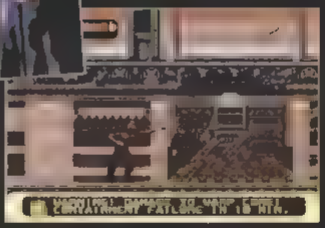
All of the familiar faces are here. From Odo, to Quark, to O'Brien, Sisko must interact with them to solve the mystery. It's not all friendly chit-chat though, as Sisko frequently has to deal with devious Cardassians, disgruntled Star Fleet's central of the quadrant. What's more, the player has at times to control Bashir and Kira who are more suited to certain missions

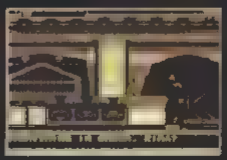
COMMENT

Now, how could a soap opera set on a space station not make a perfectly good video game? With Deep Space Nine, Novotrade show their penchant for innovation and mixing game styles (see the Exo-Squad review) but again it doesn't really succeed. At the start of the game it's annoying to have to wander aimlessly around the station searching for the right location. Surely as Sisko you would know your way around beforehand. There are lots of sloppy features, like crewmembers repeating the same phrases, and there's little pretence of proper interaction with the characters you meet. The action sequences are slightly better, a poor man's Rolling Thunder/Flashback. DS9 tries to be everything to everyone, and fails.

TERMINAL HELP

Essential to the smooth running of any space vessel is the central computer. In the course of his adventures, Sisko can log into the network to materialise platforms in the cargo bay, control the power on the USS Saratoga, and eliminate the





Essential software is hidden in the depths of the storeroom of Saratoga.

GRAPHICS 58

▲ The backdrops are faithful to the set design of the TV series.

▼ Sisko's animation lacks sufficient frames, giving the impression of jerkiness.

SOUND 68

▲ The theme tune and FX have been successfully translated to the game.

▼ In-game music tends to drone on.

PLAYABILITY 60

▲ The Sisko sprite moves quite quickly from location to location.

▼ The linearity of [illegible]

LASTABILITY 58

▲ [illegible] and lander.

▼ That is if you can stop yawning at the same old things.

VFM 59

▲ Deep Space Nine fans might be interested in this purchase.

▼ For everyone else there are wiser investments.

OVERALL 59

With drab visuals and uninspiring gameplay, this is yet another half-hearted attempt at a TV license.

PSYCHO PINBALL

1-4 PLAYERS

GAME TYPE: PINBALL

PRICE: £44.99

BY: CODEMASTERS

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
[illegible]
GAME DIFFICULTY: VARIABLE

1ST DAY SCORE

21,143,000

ORIGIN

First appearing as a giant ball of [illegible] pinball table hit the streets in 1932.

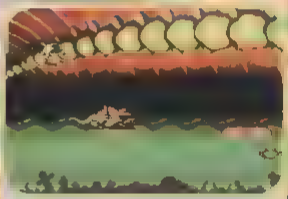
GAME BREAKDOWN

GAME AIM

Using a high-tensile spring, eject a ball-bearing onto an glass encased inclined table, liberally covered with lights and bumpers. Come to play

British rockers The Who wrote a rock musical extravaganza about them. The State of New York banned them for 34 years. What are they, you may ask? Pinball tables, of course! And they are set to take the Megadrive by storm during the Yuletide period with the latest offering from the men in white coats at Codemasters, Psycho Pinball.

Boasting a tonne of highly complex mathematical equations for the ball and its reactions to the playfield, Psycho Pinball promises to be the most realistic pinball sim to date. So without much more ado, allow me to introduce your host, part-time pinball, and resident armadillo, Psycho!



COMMENT

By their very nature, pinball sims are always surrounded by an air of uncertainty. As I'm sure any pinball player will tell you, it's the feel and history of the game, not just the visuals and sounds, that makes them want to play. And I have to say that Codemasters have somehow managed to capture this very essence on a console. The feel is genuine and solid, but more importantly they have overcome the age old problem of slow scrolling to make this the most playable console pinball game I have seen. Yet as with all pinball sims it comes apart at the seams in the number of tables department. And hence it is banished to the 'hugely impressive, but not so huge' realm of console simulations.

BEARING UP

In a radical break from your everyday pinball game, the techies from Codemasters have included bonus stages more fitting to a platformer than a flipper-fest. Accessible from the 3 single tables, the ball transforms into the lovable little character, Psycho, who ends up gallivanting from carriage to carriage on a runaway Wild West train, or fixing a leak in a whale belly

FOUR TIMES TABLES

The action pings over four themed tables, Fairground, Wild West, Abyss, and Trick or Treat. Each table takes its pick from the juiciest traditions of pinball style: ramps, tubes, ball-locks (tee-hee), bumpers, jackpots, and blends them with the style of the playing field. For the multi-table mode, the Fairground acts as a gateway to all the other tables, but only once you've unlocked the portal to the new table.

COMMENT

Williams, Bally Midway, Gottlieb, Data East — you get my drift? These name should get any pinball fan salivating, and the same sort of person will have a ball with Psycho Pinball. Codemasters have produced four storming tables, which look and play terrifically and capture the most important element of all — feel. I feel Paul's being a bit unfair about longevity, no other console pinball game offers more variety than Psycho, and anyway, the point for real fans is amassing higher scores The layouts are ace, both in number of features and how bonuses are constructed, and the game uses an effective dot matrix display for lots of little sub-games. Graphics are absolutely superb, with faultless scrolling and a crispness to the layouts that prevents confusion when the game is rocketing The range of speeds and difficulty levels is wide Psycho makes mincemeat of Dragon's Revenge, Crue Ball or Sonic Spinball, it even tops Dragon's Fury. In short, it's flippin' magic!

GRAPHICS — 89

▲ Smoother than your smooth-talking bar steward, the scrolling has to be seen to be believed. Otherwise solid and simple graphics faithful to the original designs.

SOUND — 87

▲ Excellent FX reflecting the plinks and plonks of a real table.
▼ Music on occasions tends to drone.

PLAYABILITY — 90

▲ 100% addictivity. A strong will is required to put this down. And a perfect difficulty gauge.

LASTABILITY — 83

▲ The arcade bonus levels are tricky and will require a lot of practice sessions.
▼ Needs to have more tables and more variation on the playfields.

VFM — 80

▼ [illegible] but a hefty price tag for only 4 tables.

OVERALL — 86

A truly superb pinball sim in its own right, but as ever with pinball games, let down by the lack of variety.

ecco

The Tides

He swims, he sings, he flies through the air (?!), and he was the star of one of last year's biggest console hits. Ladies and gentlemen, introducing Ecco the Dolphin in his all new bottle-nosed, marine-exploring, time-travelling, Vortex-bashing adventures. Ecco certainly caused a tidal wave of attention last year with his aquatic antics, and is now set to rule the high seas once again.

Following the defeat of the Vortex Queen last episode, Ecco made his escape to Earth in a pod. The matter was settled, or so he thought, as unbeknown to our starry-browed chum, the Queen had got a foothold on the pod and scammed a free ride back to the deep blue yonder. Rumours spread of the Queen's return, and in jumps Ecco to save the day. A task that will take him to the end of the Earth and Time itself. Hold onto your dorsals as we dive into the 16MEG voyage to the bottom of the sea.

FLIPPERING FUN

COMMENT

GUS

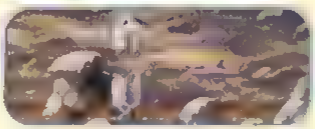
I remember the first Ecco as being one of the highlights of Christmas [illegible] (although you lot had to wait until the New Year for it). The first Ecco kept its depth well hidden, with even the initial stages being very tough. The sequel has a much more lenient difficulty curve, generally making the game more appealing to the broad mass of gameplayers. I think this is a fine sequel, with just the right mix of elements from the previous Ecco and new avenues of gameplay. However, some people complained that the first game was slow and boring, so I strike a note of caution. You'll only get the most out of Tides of Time if you're the sort of gameplayer to invest time and mental energy in a cart. If you are the rewards will be great.

SOLE MUSIC

COMMENT

PAUL

Original gameplay in these days of re-hashed genres is always commendable, this certainly being the case for the original Ecco. And instead of resting on their laurels, Novotrade have gone all out to produce the best Ecco product to date. The task is vast as well as varied and incorporates stacks of great new storylines and features – the voyage to the future obviously inspiring the designer's creative juices. But beware ye of faint joypad, as the difficulty setting is rock hard at times and requires thought and reflexes. A downright brilliant second outing for dolphin-kind



GRAPHICS

90

▲ Atmospheric and beautifully crafted, supporting old ideas like. Impressive 3-D sections.

▼ Not a great deal of variation in the backdrops.

SOUND

85

▲ Soothing New Age techno that gathers pace when the action picks up.

PLAYABILITY

91

▲ Two-control control gimmick are mixed with the adventure-puzzling element making this a real treat to play.

LASTABILITY

93

▲ The game size... enormous and massive and the challenge pushes the player to the limit. A winner on this front.

VFM

89

▲ Double the original Ecco with plenty of new treats makes it worth the cash.

OVERALL

91

A fantastic sequel, building on the original's revolutionary gameplay and exploiting a whole new exciting adventure.

SONIC THE HEDGEHOG TRIPLE TROUBLE

PLAYERS: 1

GAME TYPE: PLATFORM

PRICE: £24.99

BY: SEGA

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: ANNOY
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: OUT

ORIGIN

Ah, c'mon, it's Sonic, THE BLOBBY BLUE HEDGEHOG for gawd's sake...

GAME AIM

Defeat the pneumatic bad egg, Robotnik and Knuckles to retrieve the Chaos Emeralds.

Cheeky Mr Knuckles not satisfied with whipping up a right royal stink on the Megadrive, has finally managed to get his pink profile on the Game Gear. Sick to the back teeth of Sonic returning the Chaos Emeralds to the birds and bunnies, Robotnik has conned Knuckles into flattening the hedgehog once and for all — so much for being a good guy in Sonic And Knuckles...

Although loosely based on the madcap antics of Sonic 3, this is purely an aesthetic level. The Acts have been re-designed, re-boddified, re-bonus-boxed, re-eyethinged in fact. What's more the character sprites have been given a quick dose of quick-grow potion and a splash more animation to make them the biggest and the smoothest to hit the Gear Blimey.

You're going down, my son!

Sonic rides bareback on the Nightmare Express.

TWIN TURBO

Spines or fur, the choice is yours. Being such ace mates, there's no hard feelings when it comes to picking the best guy for the job. But Sonic does have a new trick up his sleeve with a new turbo sprint device installed in his boots, allowing him to scale new obstacles and loops. To counter this new power, Tails' twin turbo-ed derrière comes in very handy for bonus box collecting in those hard-to-reach places.

COMMENT

STEVE

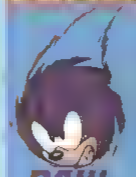
A new Sonic game should be the highlight of any Game Gear owners year — the highlight of any format's year, for that matter, but Sonic seems to be going through the same mid-life crisis here that Sonic and Knuckles represents on the Megadrive. There just doesn't seem to be much more to do on the machine that hasn't done before, and though this is the prettiest Sonic 8-bit game without doubt, much of the gameplay is BLAND, an adjective I never thought I'd use on the Maestro. If you want Sonic at his Game Gear best at the mo, get Spinball, and as for a career relaunch — well if Joanna Lumley can do it, so can you, kids!

PINK PIMPERNEL

Originally the keeper of the Chaos Emeralds on Mobius, Knuckles teamed up with Robotnik after catching Sonic red-handed as he was trying to repossess the precious treasures. Conned by Robotnik into believing Sonic was the bad guy, Knuckles now sits at the end of levels waiting to throw our boys into a pit of lava

▼Let's go surfin' now, everybody's

COMMENT

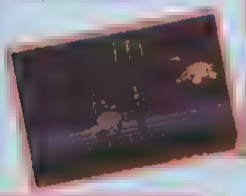


PAUL

Sega really have pulled out all of the stops in the visual department to make Sonic in Triple Trouble's backdrops and characters the best to grace the Game Gear. No longer do we have the scrawny-looking character sprites losing themselves in the foliage. Quite honestly these fellas wouldn't look out of place on the Megadrive! But the increase in size has obviously compromised the gameplay, as enemies are far and few between. Unfortunately this results in the game being reduced to collecting rings and spin-smashing through walls. Nothing new, I'm afraid, but fans of Sega's blue hero should be more than content.

▼Sonic hangs tough against the mighty Hunter.

I'll get you my pretty



BONUS

Find yourself a TV set with a gem on it and you too can enter the bonus zone. Not quite the spherically scrolling action of the Megadrive, but still a huge challenge as you bounce from pillar to pillar and smash through walls to grab the goodies

GRAPHICS

93

▲The sprites are outstandingly large and super fluid to boot. Not to mention the fantastic backgrounds.
▼Shame there aren't more bad-dies to beat.

SOUND

80

▲The normal selection of bouncy tunes to egg the boys along.
▼Nothing new though.

PLA[illegible]TY

87

▲A worthy member of the Sonic clan — speedy controls, stacks of collectables — great fun.
▼Little real challenge.

LAST[illegible]LITY

81

▲The different playing styles of Sonic and Tails allow for exploration and an extended lifespan.
▼Difficulty setting needs to be tougher.

VFM

82

▲A great looking [illegible] still push the Gear to its limit.
▼But will be too easy to complete.

OVERALL

85

Graphically far superior to the two previous Sonic Game Gear versions, but sadly lacking surprises and gameplay innovation.

1 PLAYERS

SHOOT 'EM UP

PRICE: TBA

BY: NAMCO

RELEASE: NOVEMBER

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

200,000

Converted from Namco's own Starblade coin-op of 1991 by Human Home Tek. Starblade has a Star Wars-esque plot.

ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

Eradicate the threat from mechanised planet Red Eye by piloting your lone ship through its defences.

The most intelligent and evil minds in the galaxy have conspired to create Red Eye: a mechanised natural satellite with a hollow core, able to [illegible] floating [illegible] Octopus. [illegible] solar [illegible] and is on [illegible] it. [illegible] The [illegible] power-[illegible] fighters have [illegible] the heart of Octopus [illegible] Red Eye.

STA

The battle takes place over 6 parties of slippy, each progressively closer to Red Eye. A meter in top right of the screen informs you of the remaining distance. The areas are:

The initial fight warms its way between your own flaming pedal cruisers.

Here the encounter accelerates and culminates in the asteroid defence.

Your chance to wreak havoc on the spacecraft carriers and battleships of the enemy.

A white-knuckle ride is cutter fire to eliminate defences on the path to Octosus.

Deep well led ravines protect the entrance to Red Eye's command centre.

Dense construction in some [illegible] the last extra-terrestrial defence of Red Eye.

COMMENT

PAUL

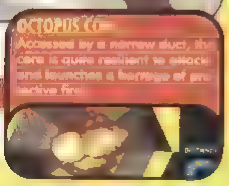
Wah-hey, whack on some headphones, sit in a darkened room, and this is one hook of a scenery overload.

The visuals are stunning, packing the screen with technically impressive graphics, but the downfall of this genre is, as ever, the pre-programmed flight path. Interaction with the surroundings is pitifully minimal, resulting in a point-and-shoot affair that after the first few goes becomes samey. A good, but ultimately short-lived, effort.

Like at the size of that pair...of scenery towers.

This is a deck of sitting ducks, if you get my drift.

RBLADE



⚠ The sweep through the cruiser formation is really quite neat.

COMMENT

Not withstanding Namco's careful and comprehensive conversion, the main problem is changing the game from an arcade to home format. Starblade is both visually and aurally impressive, successfully creating a 'Star Wars' atmosphere, I also think it's more exciting as a polygon game than Silpheed, which is really just pretty Galaxians. What's more, the trip to Red Eye is action-packed arcade every kilometre. But the snag is that it's always the same trip. What's great for the odd 10p in the arcade does become a dubious investment at £50. Of course, chasing high scores and even completing the game gives it lasting interest, but Starblade doesn't offer great depth.

CJS

GRAPHICS

90

▲ More than an acceptable conversion of a polygon-filled arcade.

▼ Limited colours, wire-frame compromises and a small portion of the screen used.

SOUND

89

Excellent explosions and effects, and the CD vocal track is mostly clear.

▼ The commands of your colleagues are often repeated and have no context to the action.

PLAYABILITY

86

▲ The trigger finger will have been trained on the way to Red Eye. Gets tough.

▼ No control over movement other than the cursor. It's shallow gameplay.

LASTABILITY

70

▲ High scores to aim for. Longer after Red Eye is tough.

▼ The route and the enemies are always the same. Quickly becomes repetitive.

MEGA

73

▼ Starblade at home doesn't encourage favourably with a cheap thrill up the coin-op.

OVERALL

75

An extravagance for shoot 'em up fans, but by no means a bad game. Just one not naturally suited to a console.

JURASSIC PARK RAMPAGE EDITION

The inhabitants of Isla Nubar certainly have caused a stir with the peoples of the world. And the World's eyes are set to focus one more on the small tropical isle following the video release of Jurassic Park. To add fuel to the fire Sega have taken the story one step further, with mad scientists set to unleash the oversized reptiles on the unsuspecting world.

In a distinctly different style to the slow-moving original, Rampage Edition pits Dr Grant or a Raptor against the mercenaries left to ensure potential saleosaurs are eliminated. As Dr Grant, the player can use whatever weaponry comes to hand, whilst the Raptor has only its claws and tail to fall back on.

RAPTOR ATTACK

Being a stickler for tradition, Raptor has kept its claw and teeth attack, but this time round, Dr Grant's armoury has the welcome bonus of weapons that actually kill (as opposed to the stun business of past).

Just look at the array of pick 'em up dino-toasters.

COMMENT

STEVE

I can see that Sega were hoping for a fast-paced blaster which starred the brilliant reptile creations from the film, but what has emerged is a sad, shuffling OAP of a blaster. It fails to succeed as either a platformer or a shoot 'em up, with the action ambling along, and the dinosaurs and mercenaries offering little hassle. Average sums this up nicely, but the film on sell-thru original.

Dino Dini's GOAL

With a name resembling a Pizza base/ Sorbet manufacturer, Dino Dini and his Goal are warming up on the Megadrive touchline. For the uninitiated Dino is the guy who created the Amiga classic Kick Off all those years back. Since then he has continued his plans for footy domination with Kick Off II (which became the incredibly lame Super Kick Off for the Megadrive), but seemed to disappear when those young whippersnappers Sensi and FIFA appeared.

Having been deposed from his numero uno spot for nearly a year, Dino has returned with Goal, another conversion from the Amiga. Using Kick Off's bird's-eye view, and boasting all the rules and tactics from the real thing, Dino's newie also features a unique zoom mode (Zoom-o-vision?) which closes up on the action when things get exciting

COMMENT

STEVE

Goal is the game US [illegible] Super Kick Off should have been. With his Amiga Kick Off experience behind him, Dino Dini has created an incredibly fast kick around which more than matches Sensi in the playability stakes. Goal speeds along at a stunning pace, yet proves eminently controllable, and extremely addictive. Control over the ball is tricky at first as there's no 'glue ball', but it soon becomes second nature — as does mastering aftertouch. With plenty of options and gameplay in spades, Goal comes heavily recommended.

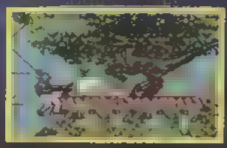
COMMENT

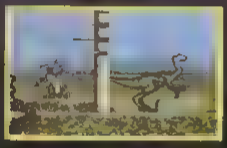
PAUL

Hmm, this is a very sorry excuse for a platformer. It doesn't start of well, with clumsy graphics and bland backdrops giving an indication of the bleak gameplay. Whilst Rampage Edition is a faster-moving game than the original, it's all so dull top play with very little variety. Granted, the dino-riding bit was a laugh, but even this cannot save the game from obscurity. Don't believe the hype, and give this a miss

ISLAND

Based more on the book than the film, some of the locations may appear to be a little unfamiliar. Both the Aviary and the Rapids sections were unfortunately left out of the Spielberg vision, but add variation to Grant's confrontations with the dinos. More familiar sections include a piggy-back ride on the Ostrich-like Gallimus, and the mayhem at the stormy docks.





GRAPHICS	67
	Drab in every respect.
SOUND	56
	Awful effects, and very little in the way of music.
PLAYABILITY	70
	Easy enough to get to grips with...
LASTABILITY	45
	...nothing interesting to keep you playing, though.
VFM	45
	You're joking aren't you? Forget it.
OVERALL	59
	A good idea, but poorly implemented.

◀ *Buy this and you'll be left hanging out to dry!*

EXTREME CLOSE-UP

All the expected footy features have been included, with the required number of leagues, cups, kit options and corners. In terms of graphics, Goal looks very similar to Kick Off, but the sprites look better and the aforementioned zoom mode makes an enormous difference. The latter can be brought into play at any time with the action focused on after kick off and switched via a simple press of the Start button

COMMENT

PAUL

Dino Dini really has outdone himself with this speedy, but elegant kick about. Graphically on a par with Sensi, the scrolling is silky smooth and turbo-charged. But what really sold me was the challenge presented by the ball control. Often footie games have the feeling that your not always in control, but tackles this problem superbly, if initially, infuriatingly. To top if off the loads of teams and player editor options make this a hot cup contender.

GRAPHICS	64
	Nice zoom option, and pony but nicely animated sprites.
SOUND	62
	All the usual whistles and roars. Never special.
PLAYABILITY	90
	Fast and fun — just how a soccer game should be.
LASTABILITY	90
	The Cup takes some winning, and the two-player ensures longevity.
VFM	87
	Soccer games are not a penny, but this is one of the best.
OVERALL	88
	The fastest footy game available for the Megadrive, and as addictive as Sensi.

LETHAL ENFORCERS

1-2 PLAYERS	
PRICE	£39.95
BY	KONAMI
RELEASE	NOVEMBER
GAME TYPE	SHOOTING

Um palefaces are in heap big trouble. Um banditos and heap bad robbers have taken over um settlements. Help comes from white mountains in form of man in white hat, shiny stars on his cowhide boots.

Um dapper palface arrive to scalp um bandits and robbers using his pointy bang stick. However, if he enter red-face territory we make him and his enemies pay with a haircut even um Robbie Williams of um Take That would baulk at..,

▲ Bad Boys (Western) Inc. with one missing.

COMMENT

STEVE

The gangster setting may have changed, but cowboys and Indians cannot disguise Lethal Enforcers ll's dismal gameplay. Whilst picking off the assorted bad guys and bosses is initially entertaining, Lethal II is shallower than a kiddie's paddling pool, and even playing it with a Justifier isn't enough to keep anyone interested. The coin-op at least had fancy animated graphics. Without them this is the first real Konami Klunker.

EXTRA POINTY BANG STICKS

Initially, our unseen hero is armed with a trusty six-shooter, however, shooting particular baddies reveals a glowing power-up which temporarily enhances the player s firepower- including a Gatlling gun and cannon which doesn't require much accuracy

BANG! YOU'RE DEAD

The arrival of the assorted bandits and roughnecks follows a set order, but their sheer number in later stages ensures Lethal Enforcers II isn,t just shooting fish In a barrel Each level is rounded off by a boss of some kind you requires dozens of hits, whilst later stages see the addition of indians firing arrows

COMMENT

GUS

Steve's comments are entirely justified, but at least this a damn sight better than the original Lethal Enforcers, with its paultry range of static screens and enemies appearing singly. The sequel is pacier, with more scenic and play variety. What I would have liked to have seen is more interaction with the scenery. If you liked the first and have a Justifier (you really must play it with the gun) this is actually up your Main Street.

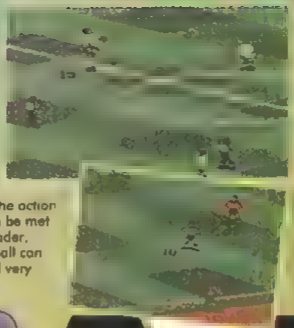
GRAPHICS	69
	Attractive but murky digitised characters and backdrops.
SOUND	51
	Digitised speech for bad guys, but music and effects are limited.
PLAYABILITY	61
	Well, you just point the cursor or Justifier and press the fire button
LASTABILITY	47
	Pointing the cursor and pressing fire is as interesting as it sounds.
VFM	38
	Too similar to the duff first game to make it worth buying.
OVERALL	58
	Limited in variety and gameplay, try one of Konami's platformers instead.

O'MARA'S
DISCOUNT
WAREHOUSE
MASTER SYSTEM
ALL £9.99
MASTER SYSTEM
ALL £19.99
MEGA DRIVE
LATEST RELEASES
MEGA DRIVE
ALL £19.99
MEGA DRIVE
ALL £14.99
MASTER SYSTEM
ALL £7.99
Name
Address
Postcode
Tel
ITEMS
PRICE
Postage £
U.K. - Free
Europe £2.00
Rest £3.00
TOTAL £
I enclose a cheque/P.O. made payable to O'MARA TRADING or please debit my Access/Visa.
No.
Expiry
Signature
IF THE GAME YOU WANT IS NOT LISTED PLEASE GIVE US A RING
FOR TELEPHONE ORDERS RING 0246 261417 FOR THE BEST PRICE IN THE U.K.
ALL MAIL ORDERS TO BE SENT TO:-
O'MARA TRADING, 14/15 STATION LANE IND. EST. OLD WHITTINGTON, CHESTERFIELD, DERBYSHIRE S41 9QK
PLEASE INCLUDE ALTERNATIVE CHOICES WHERE POSSIBLE!
CALLERS BY APPOINTMENT ONLY
ALL GAMES UK/BRAND NEW
PLEASE ALLOW FOR CHEQUE CLEARANCE.
CREDIT CARDS/P.O.'S DISPATCHED IMMEDIATELY.
PLEASE RING TO RESERVE GAME(S) TO AVOID DISAPPOINTMENT!
ALL ITEMS SUBJECT TO AVAILABILITY.
VISA
FREE POSTAGE!

1-4 PLAYERS	
PRICE	£44.99
BY	EA
RELEASE	NOVEMBER
GAME TYPE	SPORTS

MAKING A PASS

Complaints regarding the inflexibility of the first game's control system have been addressed, and the control over the players has been refined. Passing is now more integral to the action and long crosses can be met with a knock on header, whilst a bouncing ball can be volleyed — all very instinctively.



FIFA SOCCER 95

FIFA is one of those games that needs no introduction. It remained at the top of the Megadrive sales chart longer than Wet Wet Wet. However it had a few annoying points which only became apparent after prolonged play.

Taking such gripes into account, FIFA '95 is an enhanced version with smoother graphics, a neater passing system, and more player control. Now you can engineer cool diving headers and neat one-twos without wondering exactly how you did it. And with the huge range of teams, maybe West Ham can lift a trophy at last...

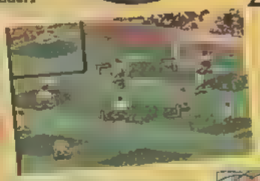
GUS

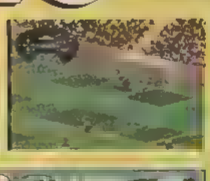
FIFA Soccer was the great football game of all time. But hands up, anyone who found certain elements of the gameplay, shall we say, en petit frustrating? Thought so, and those areas: passing, set-pieces and goalies have been pleasingly updated. Add to that a lovely new front end, much more comprehensive tournaments and playoffs, better graphics and much better sound, and EA have improved that which didn't seem to need improving.

It's that Mexican goalie, compost or somemit...

STEVE

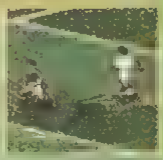
I love FIFA, me: I'm a sucker for the realism the EA game's perspective offers. For this update, EA have listened to their detractors and tarted up the control system whilst adding a wide range of teams from every league imaginable. Headers, volleys and, most importantly, passing are now second nature to perform, and the goalies are a little more fallible — much more realistic. An excellent update, ensuring FIFA '95 is the best footy game available.





ALL AROUND THE WORLD (AND I-I-I...)

EA have included teams from virtually every league on the planet. Thus, in addition to those old stalwarts Germany, Italy and El Tel's Ingerlaaaand, national sides from Brazil, Greece, Holland and Denmark are also on offer. Each side is given a series of ratings for their performance in defence and injuries and players must be managed.



GRAPHICS	91
Neater sprites and better animation.	
[illegible]	[illegible]
Brilliant chanting and crowd FX. The EA sound boys did good.	
PLAYABILITY	93
Even more playable than the first [illegible].	
[illegible]	[illegible]
More lasting value than a dishwasher guarantee.	
[illegible]	[illegible]
Loads of teams, dozens of options, and supreme playability.	
OVERALL	92
If you thought FIFA was as good as it got, FIFA '95 will [illegible].	

I'VE GOT TO HAVE THEM!
BUT...
HOW THE HELL CAN I AFFORD THEM AS WELL AS
HIYA TOBY! I'M THE EVIL SIDE OF YOUR CONSCIENCE AND I SUGGEST...
CASH
NOW
GUN!
JUST GET IN TOUCH WITH THE COMPUTER EXCHANGE! ALL THE DETAILS ARE BELOW!
BLAM BLAM!
NO SENSE IN WASTING ANY BULLETS, IS THERE?

3 WAYS TO SELL WITH COMPUTER EXCHANGE

- HUGE DISCOUNTS ON NEW TITLES
- STACKS OF SECOND HAND BARGAINS
- SELL OR EXCHANGE YOUR GAMES

Only a blithering idiot, or a gibbering moron would ignore the kind of deals we're offering. We're talking Megadrive games starting at five pounds. We're talking latest titles at the lowest prices. We're talking so much value it'll make your head spin around like a goddamn pinwheel. So get on the phone right now and see what we can do for you. Okay?

MSA

SWITCH

(071) 636 2666 (071) 580 6397

32 Rathbone Place London W1P 1AD 250 Tottenham Ct Rd London W1

Open 7 days a week. We also stock SNES, PC Engine, Jaguar, 3DO and NeoGeo

MEGA SHOP GUIDE

CHESHIRE

GAME EXPRESS

STOCKPORT - CHESHIRE
GAME CENTRE OF THE NORTH WEST
HARDWARE AND SOFTWARE
WE BUY, SELL & 'PX' ALL GOODS

HOTLINES 061 476 6630 AND 061 476 6635

MAIL ORDER

72, Lower Hillgate, Stockport,
Cheshire SK1 3AL

ESSEX

GAMES U-S-A-

STOCKISTS OF
SEGA • NINTENDO • JAGUAR • 3DO • CDi
TEL: 0708 473 113

MEGA DRIVE

SPECIALS

MORTAL KOMBAT 2 MD
MORTAL KOMBAT 2 SNES
ZOOL MEGA CD

SONIC & KNUCKLES
RBI 4 BASEBALL
ZERO TOLERANCE
VIRTUA RACING
FIFA 95 SOCCER

GAMES U.S.A.
143 High Street, Hornchurch,
Essex RM11 3YD

WOLVERHAMPTON

MDA CONSOLES

DISCOUNT NEW & USED MEGADRIVE SOFTWARE

Up to 50% off New Titles!

Virtua Racing
now only £54.99

NBA Jam
only £36.99

Megadrive Games from £9
Please call for list

Call!

WE BUY SELL & SWAP GAMES

EXCHANGE your old Megadrive for a Jaguar, 3DO, 32X or Saturn - call for details

INVERNESS

SAFE SERVICE

Sick of waiting weeks for your games to arrive?
We will have your game on your doorstep within
3 days of receipt of order

BUY & SELL
SEGA & NINTENDO

Monday
Tuesday
Wednesday
Thursday 12-8
Friday 12-8
Saturday
Sunday

Business hours
0463 221173
Other times
03744 95958

Console Exchange
25 Greig Street
Inverness
IV3 5PX
0463 221173

LEEDS

ATTENTION!!!!

We will beat any Mail Order price on all
new & secondhand games in stock
Imports a speciality
We guarantee a fast and reliable service
No Membership Fees
Best deals on part exchange.
Ring our games Hot Line for a quote
Call: 0532 613424 688936.
7 days 9am-9pm.
Est. 15 years

Visions: 728 King Lane, Leeds. LS17 7BA

E. SUSSEX

GAMES WORLD

LARGE SELECTION OF GAMES AVAILABLE FOR ALL SEGA FORMATS BY MAIL ORDER AT GREAT PRICES

MEGADRIVE STREET FIGHTER 2
MEGADRIVE 2 + ALADDIN
MEGA CD 2 + ROAD AVENGER £229.99

ETERNAL CHAMPIONS £49.99
STREET FIGHTER 2 £49.99
ZOOL £39.99
ALADDIN £40.99
NBA JAM
MORTAL KOMBAT
VIRTUA RACING £64.99

FOR A FULL PRICE LIST OR ORDER SEND TO
GAMES WORLD 8 DANE ROAD SEAFORD E. SUSSEX BN25
FOR ORDERS PLEASE ADD 50p PER GAME £2 FOR CONSOLE
DELIVERY WITHIN 7 DAYS

This section shows you which shops are near you. A
TO ADVERTISE IN THE MEGA SHOP GU

MEGA SHOP GUIDE

EVERYWHERE

ULTRA GAMES

CALL NOW FOR YOUR *FREE* COPY OF OUR LATEST SEGA CATALOGUE

Postage is FREE in the UK

[illegible]	MD	£44.95	Prizefighter	CD	£42.95
Super Street Fighter 2	MD	£45.95	Jurrasic Park	CD	£32.95
Mortal Kombat 2	MD	£42.95	Dune	CD	£38.95
Jungle Book	MD	£40.95	Battlecorps	CD	£45.95
NBA Jam	MD	£40.95	Sonic Chaos	GG	£[illegible]
[illegible]	MD	£[illegible]	[illegible]	MS	£[illegible]

Mail order only for your Sega, Nintendo, PC, Amiga & Atari.

☎ (01295) 730060 ☎

WINDSOR

OFFICIAL UK PAL STOCKIST

JAGUAR™

Alien vs Predator *Wolfenstein*
Club Drive *Tempest 2000*

DANIEL DEPARTMENT STORE
120-125 PEASCOD STREET WINDSOR
TEL: 0753 862106

SCOTLAND

C.A. GAMES

Sega Saturn, Sega 32X, 3DO, Sony Play Station, Jaguar and Nintendo

GLASGOW
DE COURCY'S ARCADE
CRESSWELL LANE
OFF BYRES ROAD
TEL. 041 334 3901

STIRLING
6 THE ARCADE
MURRAY PLACE
STIRLING
SCOTLAND
TEL. 0786 447470

LONDON SW17

NEW AGE
COMPUTER GAMES
12 TOOTING HIGH STREET
LONDON SW17 ORG

FOR ALL THE LATEST OFFICIAL & IMPORT GAMES.
SAVE £'S ON ALL YOUR SEGA GAMES

MEGADRIVE
MASTER SYSTEM
MEGA - CD
GAME GEAR
SUPER NINTENDO GAMEBOY NES
3DO JAGUAR PC CD - ROM AMIGA CD32
HUGE RANGE OF SECONDHAND GAMES ALWAYS IN STOCK
OPEN MON - SAT 10.00am TO 6.00pm

TEL: 081 767 2575

KENT

MEGADRIVE COLOUR MONITOR ONLY £9.95

[illegible]

MEGADRIVE MONITOR

MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]
MS	[illegible]	[illegible]	£[illegible]

CHEQUE/P.O. TO HAGARS ELECTRONICS 127 HIGH ST SHEERNESS KENT ME12 1UD
CLEARLY STATE 1. WHICH MEGADRIVE
2. IF YOU HAVE A MEGA-CD
3. WHICH AMSTRAD MONITOR
TEL: [illegible] P&P INCL. £[illegible] DELIVERY 1 WEEK

HEREFORDSHIRE

WORLDWIDE MAIL ORDER SERVICE

MANGA

MANGA MERCHANDISE IN STOCK

FREE MAP AVAILABLE WITH MEMBERSHIP

FREE JAPAN GUIDE WITH EVERY ORDER

MANGA • KISEKI • CRUSADER • ANIMANIA
ANIME PROJECTS • WESTERN CONNECTION

TELEPHONE OR WRITE TO US FOR A FREE CATALOGUE

MAVERICK MAIL ORDER

PO BOX 7 ROSS ON WYE HEREFORDSHIRE UK HR9 7YX
TEL: 0989 767655 FAX 0989 768563

you have to do is look for your local area heading.

DE CONTACT: Holly Eadie 071 713 5289

MEAN YOB

More bouncy than a dozen inflatable castles! Greezier than Littlehampton sea front! Winier than every Cronin and Ferry sitcom ever (apart from perhaps You Rang M'Lud). Yes! Yob has returned to answer more of your inane questions and generally suffer at the hands of the cyst-swigging anal announcements who think their funny. Just think, in a few years time you lot will be running our banks, factories and offices. What a horrible thought...

If you want to write to Yob about anything — and that includes girlfriend troubles (not that you lot could ever get one — perhaps you could write to him about them) — send your screwis to: THAT STAIN? NO THAT'S SWEAT, MUM. MEAN YOB, MEAN MACHINES, SEGA, PRIORY COURT, LANE, LONDON, EC1R 3AU

[illegible]

Dear Yob

MACHINES is the best mag ever. I've only been buying it for a couple of months now but it is excellent. The only problem is free gifts. You need more! How's about a Mean Komsat it er super Streetfighter II Review and help video or a set of pest cards!

Jerry Jeffryes, Harlow, Essex

YOB:Hey, how about overmounting a Sub-Zero suit like that guy in Steve's Q&A wanted!

Honestly, that guy deserves such dire unbelievable. You can tell guess that he wears red there pants that folds into his own pecker, but with the head drawstring pulled so tight, that the trapped air makes his head look all pointy.

[illegible]

Dear Yob

Well, excuse me but... whatever happened to the competition need beers age in issue 11? It was a Comet-related competition where you were asked to design a poster or some sort of picture which related to the Gamesmaster section in Comet. If you won, you had the chance to win a console of your choice, or something like that. It was so long ago, I can hardly remember the exact details. It may not have been MEAN MACHINES' fault, but I believe we, your readers, have been fiddled! I feel it is a disgrace that thousands of pee-

your Mum give you the patch on the chin after she slagged you a left hook, or did you cut yourself shaving? The tin can you're wearing looks like the baked bean can I threw out just the other day. You haven't been going through the bins again have you? I'll have to tell your Mummy! Oh and by the way, you dribble too much!

Darren Lynch, Camden Town, London

YOB:Camden Town, eh? I can just guess that every Saturday at about four o'clock you can be found reeling [illegible] wound in the [illegible] boxes behind [illegible] where the veg stalls were [illegible] other cabbages so you won't be

[illegible] to Q&A, but I'd [illegible] to your Street [illegible] Steve can [illegible] [illegible] and [illegible] [illegible] Please!

[illegible] wanted hard and [illegible] [illegible] [illegible] absolutely nothing wrong [illegible] Someone Annoyed Somewhere

YOB:Have you tried writing to Comet? No, didn't think so. I want to ask Richard Leadbetter what it was all about, but he was all pickling leeks to send to Jez — the only other guy who knows what you're on about.

[illegible]

Dear Yob

I like receiving those letters that get sent to you! Especially those ones that cuss you down so low your chin touches the ground, well your chin touches the ground anyway. As for that hairstyle, I knew you want to look like Guile from Streetfighter, but you don't even come close. Did

What next, Mark Ray, Streets of Rage Four Weapons and a Powerup?

Chester a new set of fingers.

1. Why did Jez leave for America? 2. Was he your best friend? 3. What is your real name? 4. I know a person who said that Super Streetfighter II was originally to be called Streetfighter III but it was too much like the original. Is this true? 5. Is a Mortal Kombat movie planned? 6. What do you think of Mortal Kombat II? 7. One last question. What do you think of Steve? Robbie Shand, Elgin, Moray

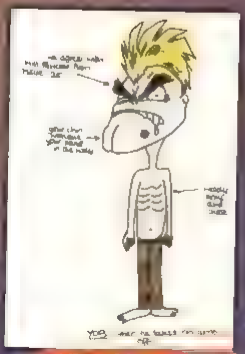
YOB:1. He got sick of irritating gits like you writing in. 2. Let's just say I liked him more than Cave for you. 3. Sir to you. 4. Your mate work for Capcom does he? Or maybe he's just talking crap because he knows a gullible sod like you will believe anything he says. 5. Yes. 6. More fun than popping balloons behind old people with weak hearts. 7. He's fine — we just wish he'd stop lighting his farts.

Deer Yob

I am writing to you from South Africa, in case you're too stupid to realise where South Africa is. I bet you have the face of a baboon's bum and are so sad and stupid you'd fail your blood test. But enough of the stupid insults. I'm writing to you because the other day I went inside one of the game shops here, and saw they had a game on a NES called Samario. It had the same characters as Super Mario came out of the ring instead of Sonic. The game had Sonic's backgrounds and baddies. Now, what I would like to know is how Nintendo can do this to Sega's license? Keep up the good work on the magazine

J R C Laughton,
Pietermaritzburg, South Africa

YOB:Yeah, Jimmy Chin. And I reckon it was a 987MEG cart, and you saw it the day you were out with your girlfriends Claudia Schiffer and Meg Ryan. I bet with your astounding intellect it took you ages to work out how to spell the name of your home town. Perhaps you ought to move to Leeds where you'll find it slightly easier. Not that they



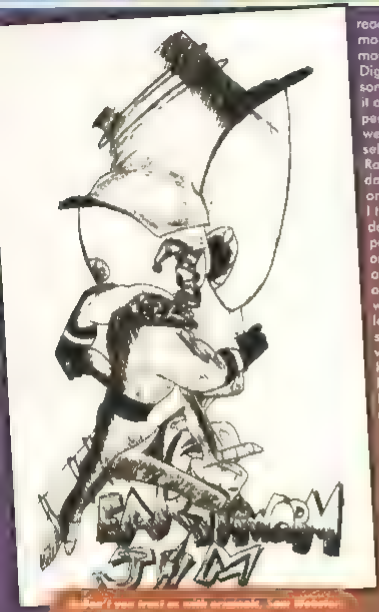
Self portrait by someone to

GENERATIONS LOST

electrifying...

Generations Lost is the ultimate quest. Six thrilling levels of a mysterious world to explore. Incredible powers to discover. And a spellbinding enigma to solve. Generations Lost. Get ready for a serious shock to the system.

mega drive



readers in the past 6 months." I found it most sickening that Digitiser gleaned some pleasure from it all. They just happened to forget you were still the best-selling Sega mag. Rather than a damning reflection on Mean Machines, I thought it was degrading on the part of Digitiser. It only served to assert the quality of your magazine, which despite the loss in readership still managed to whip the bebeers like asses of every Future magazine. Digitiser backed a real loser when they teamed up with Future publishing. From now on, when you review a disastrous game instead of saying "this game is crap", make your point crystal clear and state "This game is complete Digitiser! Christopher Junkley, Co. Armagh, N. Ireland.

YOB: But how can we compete against something as intuitive as Digitiser? Blimey, it would be like taking on Stevie Wonder in a timed 'Join-The-Dots' contest. Yes, they did conveniently neglect to mention that we're still the biggest-selling mag, didn't they. Perhaps it was because they thought it would mess up their story. And we can't have that getting in the way of their 'scoops' can we...

Dear Yob!
I have been a proud reader of MEAN MACHINES for two years now, and during those two years new magazines have come close to your witty, colourful, and informative magazine. Out of the magazines I read, you keep the price as low as possible and maintain an average of 100 pages per issue. It's a pity some people don't appreciate this namely Digitiser. And before you say, "Oh no, not another Digitiser letter", bear in mind this letter promotes your very own magazine. On Wednesday 21st September, I was all set to go to school, and generally lounging around the house, I happened to tune into Digitiser on Teletext. "Mean Machines Dying" read the headline for their 'news' section. Curious, I read on. The article was based on sales figures for the last six months. Sarcastically it read "Biggest loser, we're horrified to report, is Mean Machines Sega who has lost over a third of its

Dear Yob!
I am the Master. You will obey me! I hope you have been watching my adventures on UK Gold every Sunday, for I have covered this letter with a special hypnotic spray, so now you will be forced to read my words with interest and admiration for my evil genius. Anyway Yob, I must tell of my recent problem. My TARDIS developed a slight, er... 'navigational error', and materialised in Bognor. I promptly enslaved this mad mockery of a holiday resort, and I am now using it as a power base to take over the whole world... past, present, and future! Ahahahaha! But it's not enough – these facile victories only leave me hungry for more conquest! Also, I travelled many years into the past to try and get my black gloves on issue 0 of Mean Machines. When I'd accomplished this, I went to the future to see how your magazine was selling on. Congratulations... Mean Machines is still number one in the year 2019. And the Saturn is the only new 'Super Console' to censure over all two others. As for all your readers... listen to the Master! You will stop me, subscribe to Mean Machines for all eternity.
The Master, Gallifrey.

YOB: Yes, I have been watching you every Sunday in UK Gold's scrubbus addictus, and what I want to know is where do you buy all your rescuers disguises — and why Peter Davison hasn't put an end to your evil ways by punching his hand up your bum like he used to in All Creatures Great And Small. As for taking over Bognor... well, it sounded like someone to me, you just ask Dave who comes from Chichester – a few miles away...

Dear Yob!
I am writing to tell you that I think it would be a brilliant idea if released Equestrian: The Game! Just think you could take control of Edward Woodward, ride that giant flea, wreak his revenge on the sheep as well! Have you got any big door posters of the Equestrian? I'd pluck a duck to shake his hand and look into his stern eyes. Just the thought sends shivers through my body!
Adam M., Redditch
YOB: It was be a result as Redditch, though. Every episode McCall takes on the Mob/ street gangs/ corrupt police or whatever, and he never has to resort to violence! Mind you at his age, McCall should be sitting in a chair with a blanket over his legs watching daytime telly, and emitting the farts that a diet of tinned meatballs does to a man. And he's married to Betty out of Some Mother's Do 'Ave 'Em!

Dear Yob!
Do you didn't find my Captain Picard joke funny, eh? Well, try this poem I wrote about Digitiser:

The lads who work at Digitiser
Were trying to act hard.
Their programme was bad,
So they travelled by cab
To Mean Machines' backyard.

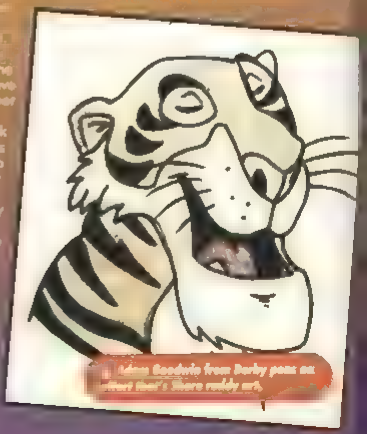
The man with a long chin insulted Yob!
He called him a nasty baboon!

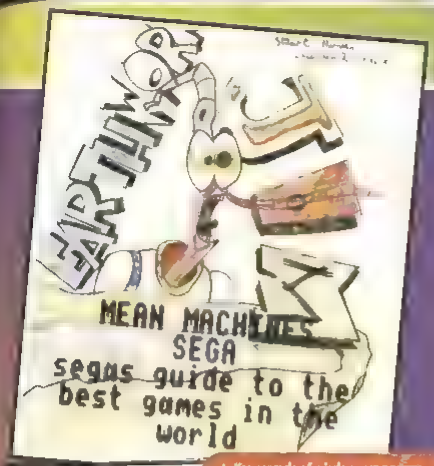
So Yob threw an...
...and gave him a clout.
Then kicked his ass over the...

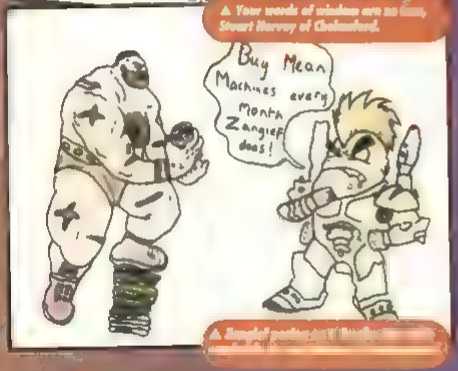
So rest of the Digitisers ran!
Yelling!
...a stand in a verse!

Yob Soundbites!
"I wanted them all in..."
"Not only are nasty cutting their...

"...all of us environment over the Grand Valley, don't you think?"
"...until next time... Oh, by the way, I know you were in the United States Colonial Marine...







▲ Your words of wisdom are so true, Stuart Harvey of Chelmsford.

▲ Stupid spelling and illegible writing.

Cerps, who can get you an M41A Pulse Rifle and 30mm pump action grenade launcher for a very reasonable price. Imagine it fell off the back of a PowerLoader or something.
Paul Jennison, Slaughter.

YOB: We were planning to run a series of Dighter-style letres illustrations and screenshots in this very issue, but sadly someone nicked our crayons.

RUTGER HAUER

Dear Yob
You think you're so smart writing 'clever' answers to people's letters when you don't like what they've written. But I think you just can't handle the truth about yourself. You try to look so mean, but I don't think you look mean at all. I think you look pathetic. You look like you've been rammed face-first into a brick wall, and you have to wear that armour to cover up the fact you're a wuss. And that plaster on your face, did you cut yourself shaving, are you old enough to shave? Do you get the feeling that nobody likes you? We don't!
The Yob flashes!
The nob beavers, more like. I'm surprised your hands aren't too crumbed to hold the pen used to write this drivel. Try getting out more.

Right, sod off that's yer lot.

Yob's back next month with his tales of the Justice Bill demo and his impromptu shopping spree in Dixons.

RENTAL SERVICE

MEGADRIVE AND MEGA-CD GAMES
JUST £5 EACH FOR 14 DAYS

ALL THE TOP GAMES AND WE WILL SEND TO YOU ANYWHERE IN THE U.K
CALL OR WRITE FOR YOUR MEMBERSHIP FORM AND GAMES LIST

CD LIBRARY CLUB
26 MANOR HOUSE LANE
YARDLEY
BIRMINGHAM
B26 1PG

☎ 021 742 9325

11AM - 7PM MON-SUN

T O R C

COMPUTER + VIDEO GAMES

WE STOCK:-
* AMIGA * CD32 * PC * CD-ROM * GAMEBOY *
SUPER NINTENDO * SEGA MEGADRIVE *
GAME GEAR * ATARI JAGUAR * 3DO *

Arriving in December '94 - PSX & Saturn
Call us on 081-893 2100/081-844 2575
or fax us on 081-844 1944

9 Wilton Parade, High Street, Feltham, Middlesex TW13 4BU

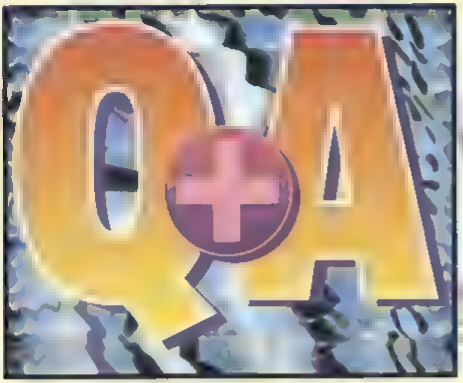
CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS
****New Management, All Lines Updated Weekly****

0891-318-400 INFORMATION LINE
0891-318-401 SONIC 3 FULL SOLUTION & CHEATS & TIPS
0891-318-402 GAME GEAR CHEAT LINE
0891-318-403 DESERT STRIKE & TERMINATOR 1 & 2
0891 318-404 MORTAL COMBAT 1
0891-318-405 SONIC II & I CHEATS, TIPS ECT
0891-318-407 NEW RELEASE LINE, CHEATS, TIPS & HELP
0891 318-408 MEGADRIVE CHEATLINE (LOADS OF GAMES)
0891 318-409 MASTER SYSTEM CHEATLINE (LOADS OF GAMES)
0891-318-410 CHAOS ENGINE (CODS TIPS & HELP)
0891-318-411 JUNGLE BOOK (TIPS & HELP)
0891-318-413 JUNGLE STRIKE, FULL SOLUTION * CHEATS & TIPS
0891-318-415 MORTAL COMBAT II, CHEATS, GORE CODES, TIPS & MOVES
0891 318-416 URBAN STRIKE (CODES HELP & TIPS)

NO MUSIC, CHAT OR WAFFLE, JUST STRAIGHT IN TO THE HELP, PLEASE HAVE A PEN & PAPER READY.

All calls charged at 39p min cheap, 46p peak.

Home Grown Productions Ltd,
Po Box 193,
Hayes, Middlesex



I know the body is a complex thing, but why is it farts come in a variety of aromas? Just what chemical reaction results in a sulphury / soggy one, whilst others come out wet and smelling of damp sawdust? And do some sound squeaky? After all, it's all the same gas isn't it? I may not be able to answer these questions, but I know my stuff when it comes to bum-related questions. So why not put me to the test. After all, at least I keep my brain inside my crack... I mean, I mean I don't need to prove to people I've got one.

Send your letters to:

THE CHEESE PEOPLE OF BEVERLEY HILLS,
Q&A, MEAN MACHINES SEGA,
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON, EC1R 3AU

HUNTER HILLMAN

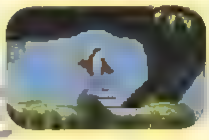
Dear Steve
A few days ago I bought Mortal Kombat II on the Megadrive. There's no doubt it's an excellent game, but I think it's tad slow on the Megadrive. Therefore I have few queshons concerning the game.
1 I read in a magazine that the game plays a lot faster on the US and Japanese Genesis. Why? Doesn't it use the same engine as the European Megadrive?
2 I've also noticed that the Super NES version plays a lot faster. But I always thought the Megadrive was faster. What's going on?
3 It also seems the Super NES version has a presentation of the fighters (picture and biography). But the Megadrive hasn't. Is the Super NES cart bigger than the 24MEG Megadrive cart?

Dave Franck, Schelle, Belgium
STEVE **1. It does, but the US and Jap machines use a faster frame rate which makes them faster. 2. The Super NES version is marginally faster, due to the machine's slightly superior sprite handling routines. 3. They're both 24MEG, but Megadrive MKII has more frames of animation and is smoother — thus, something had to go and it was the intro pics.**

FORD ANGLIA

Dear Steve
Congrats on a fab mag! Could you answer some of my questions?
1 On FIFA '95 have the players got proper names?
2 Has the crowd on FIFA '95 got new chants?
3 How much will it cost?
4 Will FIFA appear on the 32X?
Ste Marron, Liverpool
STEVE **1. Nope. 2. A few, as the sound has been generally revamped. 3. £44.95. 4. It's a possibility, but EA are being tight-lipped about their 32X plans.**

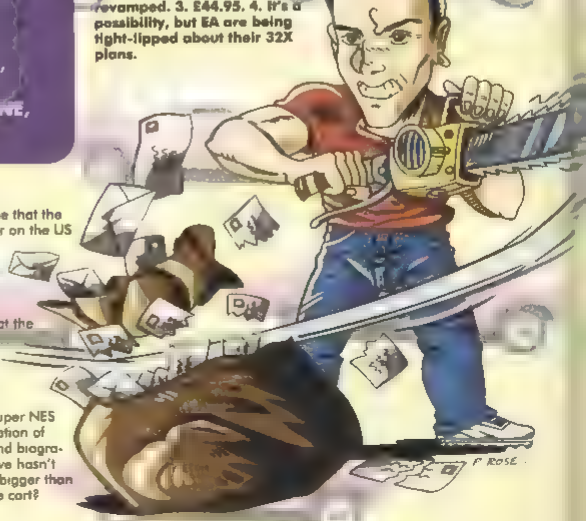
AUSTIN MAXI



Dear Steve
Please put me out of my misery. Will there be a sequel to the absolutely brilliant Flashback?
Adam Pask, Peterborough
STEVE **Not in the immediate future, I'm afraid. Delphine are up to their ears in [illegible], and are looking to the PC-CD formats for their next project.**

FORD CORTINA

Dear Steve
Please answer my questions
1 Where can I get a RAM cartridge for saving information for my Mega-CD games?
2 How much will it cost?
3 I have Thunderhawk, but is Battlecorps still worth getting?
4 Is my Mega CD's Internal Memory there is something with the title?



EVERYTHING YOU WANTED TO KNOW ABOUT THE 32X, BUT WERE AFRAID TO ASK...

A lot of our letters just keep asking the same old crap, so we've decided to bundle them together in order to give a complete guide to one subject each issue. This month we're concentrating on Sega's plug in Glade mushroom Air Freshener: the 32X. We're good like that.

1. When will the 32X be released?
2. What is the difference between the Sega Saturn and the 32X?
3. How much will the 32X cost?
4. How much will the software cost?
5. Should I buy the 32X or wait until the Saturn is released?
6. Will the Saturn be able to run 32X games?
7. Is the Multi-Mega compatible with the 32X?
8. Will there be a game package with the 32X? What will it be?
9. Will Daytona USA, Rebel Assault, Virtua Star Wars, Alien Predator, Mortal Kombat 2, Virtua Fighters, Virtua Soccer, Super Streetfighter II Turbo, any Sonic come out on the 32X?
10. Will Fahrenheit on the 32X CD have VHS quality FMV?
11. Is it possible for the 32X to speed up the access time on the Mega-CD?
12. Will the custom sound chips in the 32X produce the same quality as the Mega-CD?
13. Since the 32X will have more power and all these custom chips, will the cartridges still require huge and costly memories to produce good games?
14. How does the 32X compare to the 3DO?
15. How many colours will the 32X be able to show on-screen?
16. Is it worth waiting for the arcade perfect Mortal Kombat 2 on the 32X?
17. Will the 32X work with the Mega-PC?
18. Do you think the Mega-CD will be left in the dark once the 32X is launched? Will lots of games still be made for it?
19. Does the 32X take ordinary Megadrive games?
20. If I have a Japanese Megadrive, will I need to buy a Japanese 32X, even though I've had my Megadrive converted to take British games?
21. Will Virtua Racing Deluxe on the 32X have more than 3 tracks?
22. Is the 32X better than the Amiga CD32?
23. Can the 32X do the same things as the Saturn if connected to a Megadrive and Mega-CD?
24. Does the 32X require a separate power supply?

December 4th. 2. A little and faster processing speed. 3. £179 without a game. 4. Between £40-£60 depending on cart size. 5. The Saturn won't be here for ages, so I'd recommend the 32X. 6. It hasn't been decided. 7. Yes. 8. Not initially. 9. Only MKII and a Sonic game of same sort have been confirmed from these on your list. 10. Apparently. 11. No. 12. No. 13. nope, Star Wars Arcade is a mere 24MEG, for example. 14. As good as, but with more playable games. 15. 32000. 16. Yup. 17. No. 18. It won't be given a massive new lease of life, but there are some neat games for the two planned. 19. No. 20. No. 21. Yes, it has five. 22. Is Linford Christie faster than Christie Brown. 23. No. 24. Yes.

'PRINCE_JRO_'. It has nothing to do with any of my games. Can you tell me what it is?
Steven Wolker, Kilburnie, Ayrshire
STEVE **1. You can't yet. 2. Nowt, because you can't get one, dummy. 3. Yessiree, it has got far more depth. 4. It sounds like a saved game. Prince Of Persia, perhaps? Perhaps the system had been used before you bought it.**

FORD CAPRI

Dear Steve
I desperately want to program my own video games. Which computer do you suggest I buy, and which books would be the most useful?
Michael Clarke, Melton Mowbray, Leics
STEVE **A PC is generally regarded as the best beginner's machine as the majority of the UK's developers use them. For console development, though, you'll need very expensive porting equipment, so start writing games in PC language before experimenting with Machine Code or maybe C (a commonly-used console language when porting games). Any books on learning to program will help. For further info, why not contact some of the UK's development teams: Probe or Core, for example.**

TRIUMPH DOLOMITE

Dear Steve
I would be most grateful if you could answer the following questions for me.
1. What happened to the Megadrive conversion of Rise Of The Dragon? I heard it would be out in April?
2. Other than Rebel Assault and Star Wars games, will any other Star Wars games be released and for which systems?
3. Will there ever be an official release for Star Trek TNG?
4. Will you print a Best of MMS Vol 3?

5. When will Rise of the Dragon be released?
Jame Warren, Poole, Dorset
STEVE **1. US Gold have shelved it unfortunately. 2. A game based on Fall Of The Republic (the new Star Wars film) is scheduled for release nearer the film's release date. No details of what system or when, though. 3. It doesn't seem likely. 4. It's on the cards. 5. It's stuck in 'Import Limbo', and looks set to remain so for a few months yet.**

MINI CLUBMAN

Dear Steve
I have been reading your fab mag for some time, and I have a few questions to ask you
1 While playing against Kintaro as Sub-Zero, I did a freeze attack and was frozen myself. Could you please tell me what happened?
2. I heard from a friend if you win 250 games in a row, you play a game of Pong. Is this true?
3 If so, what is Pong?
4 How much will FIFA '95 cost for the Megadrive?
5 Is there going to be a Streets of Rage 4?
6 Will there be an MK III?
Russ and Nelly, Maidenhead
STEVE **1. It sounds like you pulled off two freeze moves ina row, whih results in Sub-Zero getting iced! 2. Yup. 3. Pong was one of the first ever video games, and is a very basic game of tennis with the player controlling a line as they bounce a square ball to their opponent. 4. See the above letter. 5. Yep, 6. Likely.**

CHRYSLER ALPINE

Dear Steve
I have some questions to keep you on your toes...
1. In the new Streetfighter movie, who plays Ryu?
2. Is there any news of Streetfighter
3. The... Commodore 64 games on a Mega-CD... happen?
Peter Howard, Rayleigh, Essex
STEVE: **1. Some bloke called Byron Something. 2. There are all sorts of rumours of using MKII-style digitised fighters, but nothing definite. 3. Not bloody likely.**

VAUXHALL VIVA

Dear Steve
I am writing to ask if you know how to get on the motorbikes in Streets of Rage III, as there is a photo of it in Issue 17
Andrew Shepherd, Allestree, Derby
STEVE: Baby, get hold of the **Japanese game, Bare Knuckle III, and there they are.**

ROVER 2000

Dear Steve
I'm not going to go all ga-ga over your brilliant magazine (although a little sweet-talking never goes amiss), so please answer these questions for me
1. I recently went on holiday to Hong Kong and purchased a Megadrive 2. Will a UK Game Genie or Action Replay work on it?
2. My second query is that in last month's issue you said there was a cheat for Super Streetfighter II to [illegible] is it please?
Sam Kneebone, Penzance, Cornwall
STEVE 1. **Probably. 2. Oops, according to Paul Button that's all lies. See last month's tips for the only cheat in the game.**

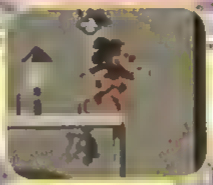
CITROEN PALLAS

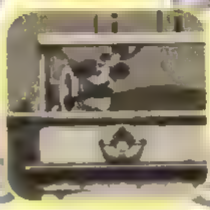
Dear Steve
I have a few questions to tax your brain
1. In Issue 22 of your magazine, I saw an ad in Megamart for a [illegible] Pro Fighter diskdrive for the Megadrive. What is it?
2. What can it do?
3. I got a 14" TV for Christmas but I can't find the Scart socket, what am I looking for?
4. Will a Hi-Fi improve the quality of my Megadrive's sound?
Gerard Foster, Abingdon, Oxford
STEVE 1. **It sounds like a dodgy piracy device which shouldn't have been in there. It certainly won't be there [illegible] device. 3. A long rectangular port with loads of holes. 4. What do you think?**

AUSTIN ALLEGRO

Dear Steve
Could you please answer these questions for me?
1. At the recent CES show, the Nintendo game, Donkey Kong Country looked brilliant with amazing graphics. Is the Megadrive capable of anything like this?
2. When is Muscle Bomber from Capcom coming out?
3. [illegible]
64 for £250 will Sega release the Saturn at a higher price?
4. Which do you prefer out of Lion King and Mickey Mania?
John Mornington, Walsall, W Midlands

STEVE 1. **Nope, but having played Donkey Kong Country I'm not fussed either.** 2. **Earthworm Jim drops on it from a great height. 2. February. 3. Probably not, but if Nintendo get the Ultra 64 out for that I'll be very surprised. 4. Mickey Mania — there's more to it.**





there hasn't been a game released which is complicated enough to use twelve different buttons! 2. What following? 3. Not enough. 4. EWJ.

THUNDERSLY INVADER

Dear Steve
I have seen Sub-Zero's costume in an issue of Mean Machines. Could you please tell me where I can get hold of one?
Ryan Collins, Skipton, N. Yorks
STEVE **Yep. Go to Outworld, turn left at Kahn's Palace and you'll see a gentleman's tailor. Go in, ask for the 'Blue Lycra Special' and he'll take your measurements. Actually, I can't believe you're sad enough to actually want to own one. Where are you going to wear it exactly!**

FORD CONSUL

Dear Steve
Please, please, please answer my questions, because I must know the answers
1. Are Electronic Arts releasing Road Rash III?
2. If so, when will it be released?
3. Please could you put these games in order from best to worst: Earthworm Jim, Mortal Kombat II, Super Streetfighter II, and Virtua Racing
Alex Hislop, Basingstoke, Hamps
STEVE **1. Yes, check news in this issue. 2. It's too early to say. [illegible] it was very close!**

AUSTIN PRINCESS

Dear Steve
Could you answer the following questions?
1. What is the 'mode' button for on a six-button joypad?
2. Is there any hope of the following coming out?
3. How much do you get paid?
4. Which is the best out of SSF II and Earthworm Jim?
Daryl Woollard, Worthing
STEVE 1. **It's there to switch between control modes — by**

And once more Q&A came to an end and once again the brave outro writer sought to convey the same message — that Steve will be back next month with a special Christmas tinged edition of Britain's favourite answering service. Who knows, he may have even more space to showcase a partiicular vexing subject. He normally writes this bit, but he's at Sony right now, see, looking at Frankenstein. Bye!

SUBSCRIBE TO

MEAN MACHINES SEGA

AND GET 12 ISSUES FOR THE PRICE OF 10 - *TWO ISSUE'S FREE !*

PAY ONLY £28.33 FOR 12 ISSUES

To place you order simply complete the coupon below and send it with payment to: MEAN MACHINES SEGA SUBS DEPARTMENT, Tower Publishing, Tower

Leicester LE19 9BP. Or call our CREDIT CARD

This offer applies to UK residents only
I WOULD LIKE TO SUBSCRIBE TO MEAN MACHINES SEGA FOR 12 ISSUES

NAME .....
ADDRESS .....
.....
.....
.....POSTCODE.....

I ENCLOSE A CHEQUE/POSTAL ORDER MADE PAYABLE TO EMAP IMAGES LTD
£ .....
SIGNED .....

CREDIT CARD NO.
EXPIRY DATE

Please allow up to 28 days for the initial processing of your order. Your subscription will start with the next available issue.

☐ Tick here if you do not wish to receive any direct mail that EMAP Images Ltd feels may be of interest to you.

IF YOU ARE DISSATISFIED WITH YOUR SUBSCRIPTION YOU MAY CANCEL AT ANY TIME AND RECEIVE A FULL REFUND FOR ALL UNMAILED ISSUES.

SUBSCRIPTION RATES

Special offer price 12 for 10 (UK only)	£28.33
Normal UK rate	£36.00
Overseas surface	£40.00
Air Europe	£44.00
Air Zone 1	£60.00
Air Zone 2	£69.00
Eire	£44.00

MEGADRIVE

FOR SALE

WANTED TETRIS for the Megadrive. Good price paid. Phone (0427)838605 evenings.

MEGADRIVE 2, 2 Control pads, Sonic 2, Flashback. Still under guarantee plus five magazines and Street Fighter 2 sticker album for just £135. Master System 2, 18 games, all boxed, titles include Sonic, Chaos, for £220. Phone (0968) 673089.

90%+ MEGADRIVE games for sale. Mortal Kombat £30, SF2 £40, Gauntlet 4 £25. Another World £25, Cyborg Justice £25, Super Kick Off £20 or buy the lot for £100 if you get there before I sell any. Call Bob on (0980) 653622.

MEGADRIVE AND 3 PADS, 1 six-pad and 1 turbo, 8 games - 5 91%+ £180. Phone (081) 346 3386.

MEGADRIVE AND 7 GAMES, 1 control pad, games including Batman Returns, Mickey Mouse and Sonic 1 for £120, G.G. with 4 games plus M.S. converter and magnifier, 2 MS games included £100 - good bargain. (041) 956 6053 ask for Colin.

GAME GEAR, TV TUNER, magnifier, battery pack, adaptor, Sonic 1, Sonic 2, Shinobi, carry case £95. Phone Luke after 5pm (0484) 720621.

MEGADRIVE WITH 13 games including Another World, Jungle Strike. Swap for Amiga with mouse and around 20 games. Must be around Chelmsford area. If interested phone Robin on (0245) 358404 if possible to have Monkey Island 2.

6 GAME GEAR GAMES for sale. Will sell for £8-£15 each. Also 4 Master System games for sale for £10-£16 each. All games sold for £65 or will swap seperately for any decent games. Ring Paul on (0570) 480508.

AMSTRAD 6128 games monitor is TV. Swap for Mega CD 1 with or without monitor. Ask for Richard (0274) 678755.

MEGA CD AND MEGADRIVE 19 top CD titles (Sega classics NOT included!), 2 carts: scart, 6 various joypads/sticks (ie Quickshot Aviator, Intruder 3), load of mags, demo discs. Worth £1050 accept £750 ono. All boxed, excellent condition. Tel Glenn (0708) 640169.

MEGADRIVE FOR SALE with 10 games: Bubsy, James Pond 3, Rolling Thunder 2, Alien 3, Smash TV, Sonic, WWF, Zool, Toki, Fantasia, all for £185. Mint condition (0202) 514036.

SWAP JAMES BUSTER Douglas Knockout Boxing and Sonic. Would consider selling (offers accepted) contact Lee on (0784) 459963.

GAME BOY GAMES for sale: Centipede, McDonalds and The Fridgets only £5 each. Phone Elizabeth on (081) 300 0601 after 5pm.

MEGA CD PLUS original games £150. Night Trap (2 discs) £25, Menacer £40, Sega Megadrive £95 including Sonic 1, Sonic 2, 3 control pads (2 turbo), many other games £10 each all in original boxes. Tel (01909) 770367 after 4pm or weekends.

SEGA MEGA CD with 10 games including Fifa Soccer and Silpheed for £200 no offers. (081) 539 1183 after 4pm.

VIRTUA RACING £45 almost new. Write to Phillip at Dunrozel Cott, Farnham Lane, Haslemere, Surrey GU27 1HD.

I WILL SWAP Mega Drive games Another World, Dragons, Fury, Joe Montana 2, Shadow of the Beast 2, Chakan and Alisia Dragon for Heavyweight Champions, Olympic Gold, Jungle Strike, Speedball 2, Kick Boxing. Just phone Stuart on (0708) 477470.

STREET FIGHTER 2 SCE for sale, perfect condition, selling for £25. Call Simon on (0932) 228206.

MEGA CD FOR SALE!!! Perfect condition with Sega classics arcade collection, Cobra Command, Sol-Feace, Silpheed and Jaguar XJ220. Selling for £200. Call Simon on (0932) 228206 after 6pm.

MEGADRIVE WITH 2 games £65, several games between £12 and £15, swap several games for FIFA, PGA, Sonic 3, Zool or any decent game. Tel (0203) 635397.

I WILL SWAP World Cup 94 (boxed with instructions) for Joe Montana (with instructions) on the Game Gear. Tel Bolton (0204) 708176 between 5 and 7pm on weekdays and ask for Michael.

ANY GAME FOR £20. Another World, EA Double Header, World of Illusion, Road Avenger, Bulls v Blazers. Phone Mark (081) 983 3894.

GAMEGEAR WITH 13 games including Desert Strike, Terminator, Tazmania, R-Type and more! Carry case, PSU and multi-player lead with MS converter included. All in complete working order, only £190. Will pay postage. Offers welcome. 0452 418026 ask for Simon Derbyshire.

I WILL SWAP the fantastic Megadrive game Mortal Kombat 2 for Super Street Fighter 2. Phone Stuart (0708) 477470.

MEGADRIVE AND CD with 12 MD games: Sol-Feace and Cobra Command as well, six-button joypad and others £400. Phone (081) 698 4624.

ATTENTION! STREET Fighter 2 SCE with box and instructions only £25. Phone James on (0932) 346789.

MEGADRIVE AND MEGA CD VGC, plus 2 joypads and seven top games: Ground Zero, Sewer Shark, Lethal Enforcers, Final Fight, XJ220, Silpheed, Thunderhawk, etc plus four carts worth £900. Sell for £500 ono. Phone Gary (0524) 770558.

SNES WITH 3 GAMES, Super Mario 4, Super Empire Strikes Back and John Maddens 93, all leads, two joypads and all boxes. No swaps. All for £190 if interested phone (081) 950 9457 and ask for Rob.

SEGA MEGADRIVE, MEGA CD, seventeen games, magazines, videos, all boxed. Includes Sony Tuner Amplifier and speakers for total CD system. Worth over £900, accept £400. Also Sega Game Gear and 6 games boxed £90. Phone (0202) 880062, must be collected from Dorset.

COOL SPOT FOR SALE on the Megadrive, brand new, due to a duplicated gift. Tel Kev (0920) 877341.

MICROCOSM & SILPHEED for sale £15 each or £25 for both, or swap both for Thunderhawk or Batman Returns CD also for sale. Six button arcade power stick £20 and Castlevania £20. Phone Chris on (0757) 210402.

MASTER SYSTEM with four games including Sonic and Wonderboy 2, two joypads, £85. Phone (0371) 873125.

GAME GEAR WITH MAINS and car adaptors plus six games, only six months old £80. Phone Geoff after 6pm (081) 777 8719.

SEGA MEGADRIVE for sale (Scart version), runs all software which includes Golden Axe, Thunderforce 2, Revenge of Shinobi, Zero Wing, Streets of Rage. Includes one joypad and Pro 1 Arcade Joystick. Great condition £150 ono. Tel (0429) 881875 (Co Durham).

MEGADRIVE + 2 JOYPADS + Sonic 2 + Gods for sale £75. Ring Luke on (0273) 591617.

AMSTRAD SRX200 satellite receiver with Videocrypt Decoder in excellent condition, bargain £95 for both, will sell seperately, and offers tel (0429) 881875.

GAME GEAR,CARRY CASE, MS Converter, magnifier, 2 player cable, adaptor. Fourteen top games: Cool Spot, Mickey Mouse 2, Mortal Kombat, Micro Machines, etc. All boxed, excellent condition worth £500 will accept £200 ono. Tel (0904) 842351 and ask for Phillip.

BEST GAMES BEST PRICES. Street Fighter 2 SCE £40 ono. Eternal Champions £35 ono. Haunting £25 ono. Pit Fighter £10. Call Phil on (081) 220 6401.

ATTENTION GAMES for sale, Eternal Champions £30, Bubsy £20, Another World £20, Revenge of Shinobi £15, all UK games, buyer must collect. Ring (0272) 245714 and ask for Saul.

MEGADRIVE 2, two controllers and Sonic 2, £80. Flashback £35, Desert Strike £25, Street Fighter 2 SCE £40, Mega Games 1 £20. If interested write to Philip Hough c.o 4 Daulish Ave, Cheadle Hulme, Cheshire SK8 6JF.

GAMEBOY + 13 GAMES Rechargable Battery Pack. All for only £75 bargain. Tel (0462) 814078, HARRY.

MEGADRIVE GAMES, excellent condition, all boxed, all instructions. Ring for titles and prices. Mean Machines magazines also. Eastbourne (0323) 505428.

20 MASTER SYSTEM GAMES sale £10 to £15 including Alien 3 and Global Gladiators, phone Simon on (0767) 692906.

MEGA CD 1 FOR SALE, boxed with instructions, costs £175 ono. Call Matthew on (0604) 414908.

PLEASE REMEMBER THAT REPLYING TO PRIVATE ADVERTS IN MEGAMART IS AT YOUR OWN RISK. BE WARNED AND BE CAREFUL!

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary)... £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
MEAN MACHINES MEGAMART,
MEAN MACHINES, PRIORY COURT,
30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However, if you are interested in placing a lineage trade ad, please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

£1

£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE ☐ SWAP ☐ WANTED ☐

PEN PALS ☐ MISCELLANEOUS ☐ MESSAGES ☐

FILL IN THE TOP BOX FOR £1 (20 WORDS). OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2 (40 WORDS).
PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD.
THEN FILL IN YOUR MESSAGE. USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME _____

ADDRESS _____

_____

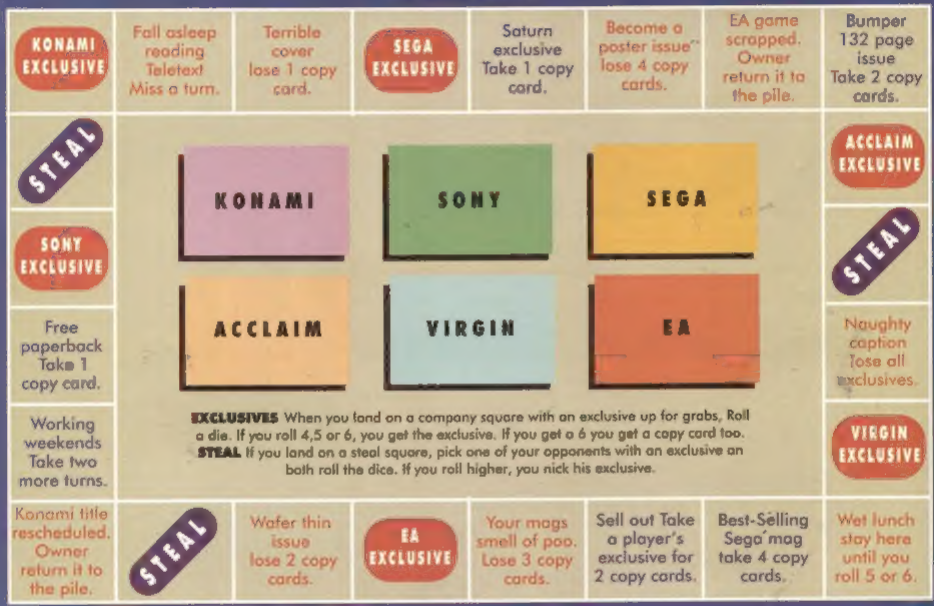
POSTCODE _____

TEL NO: _____

NEXT MONTH

EXCLUSIVE – A GAME YOU'LL LOVE!*

MEAN MACHINES SEGA presents another first, the Next Month board game. It's all about getting exclusives and being the best — our forté, natch.


KONAMI EXCLUSIVE
Fall asleep reading Teletext Miss a turn.
Terrible cover lose 1 copy card.
SEGA EXCLUSIVE
Saturn exclusive Take 1 copy card.
Become a poster issue lose 4 copy cards.
EA game scrapped. Owner return it to the pile.
Bumper 132 page issue Take 2 copy cards.
STEAL
ACCLAIM EXCLUSIVE
SONY EXCLUSIVE
STEAL
Free paperback Take 1 copy card.
Naughty caption Lose all exclusives.
Working weekends Take two more turns.
VIRGIN EXCLUSIVE
Konami title rescheduled. Owner return it to the pile.
STEAL
Wafer thin issue lose 2 copy cards.
EA EXCLUSIVE
Your mags smell of poo. Lose 3 copy cards.
Sell out Take a player's exclusive for 2 copy cards.
Best-Selling Sega mag take 4 copy cards.
Wet lunch stay here until you roll 5 or 6.
KONAMI
SONY
SEGA
ACCLAIM
VIRGIN
EA
EXCLUSIVES When you land on a company square with an exclusive up for grabs, Roll a die. If you roll 4,5 or 6, you get the exclusive. If you get a 6 you get a copy card too.
STEAL If you land on a steal square, pick one of your opponents with an exclusive an both roll the dice. If you roll higher, you nick his exclusive.

HOW TO PLAY (UP TO 4 PLAYERS): Each player starts on an 'exclusive' square with 50,000 copies (five copy cards). The aim is to get four exclusives to win the game. Each player rolls a die in turns and moves clockwise obeying the instructions on the squares. When you get an exclusive, place one of your markers on that company's slot. If you lose all your copy cards, you are out of the game.

COPY CARDS: Each represents 10,000 readers of your magazine. If you have enough, trade 50,000 for any untaken exclusive. Also, if you're a bit short, trade an exclusive for 50,000 readers.

YOU WILL NEED A dice. Counters for each player and four markers for exclusives.
Lots of copy cards representing readers.

***Exclusives is a jape, and bears no relationship to the real practice of publishing.**

A taste of the turbulent world of publishing. We're back next month with Eye of the Beholder, Doom, Virtua Deluxe, Bloodshot, Flintstones, Lemmings 2, Novastorm, Another World 2, Headdy tips and much more..

STREET DATE: NOVEMBER 30TH

Mega Turrican © 1994 Data East USA, Inc. © 1994 Factor 5. Sony Electronic Publishing is a trademark of Sony Electronic Publishing Company.
Sega and Mega Drive are trademarks of Sega Europe Ltd.

BIGGER
BETTER
FASTER
MEANER
NOVEMBER 25
THE ORIGINAL
Micro Machines
2
TURBO TOURNAMENT
MEAN
95%
MACHINES
J-CART
Codemasters